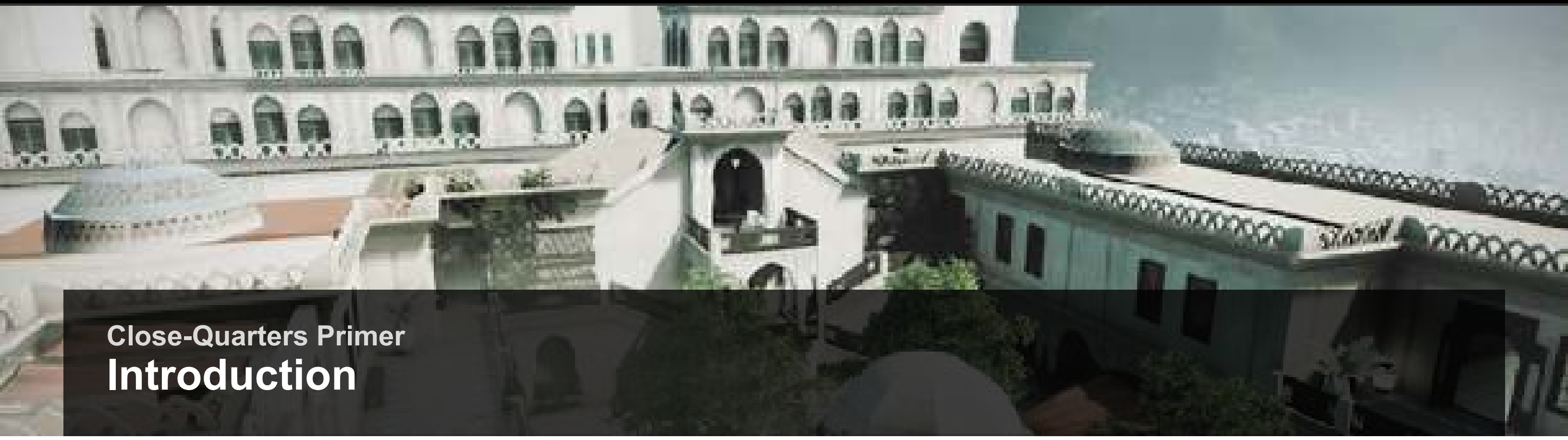


Close-Quarters Primer

Introduction

What's New?

Battlefield 3: Close Quarters is a themed expansion pack bringing the team play of *Battlefield 3* to tight indoor environments. The frantic close-quarters infantry combat is amplified by unprecedented high-definition destruction, new ways to play, more weapons, and added persistence. Here's a quick summary of the new features:

- **Four new maps:** The tight level design and many opportunities for vertical gameplay mean your team will need to bring their A game if they want to stay alive in this highly competitive theater of war.

- **New game modes:** The new Conquest Domination and Gun Master game modes are tailored specifically for the new maps in Close Quarters, guaranteeing you a host of new and memorable Battlefield moments.

- **HD destruction:** The new high-definition destruction in Close Quarters allows you to riddle the environment with bullets, reducing entire locales to ruin. Everything from furniture to plaster can be shot to pieces, and players can see the result of the mayhem as rubble and broken pieces pile up on the floor.

- **New weapons:** By completing ten new assignments, you can unlock new weapons such as assault rifles, carbines, light machine guns, and sniper rifles. The rapid-firing M5K PDW and the devastating SPAS-12 shotgun are also available, perfect for those point-blank encounters.

- **Expanded persistence:** In addition to the new assignments, Close Quarters adds five new achievements and trophies and a variety of unique dog tags you can equip to display your accomplishments.

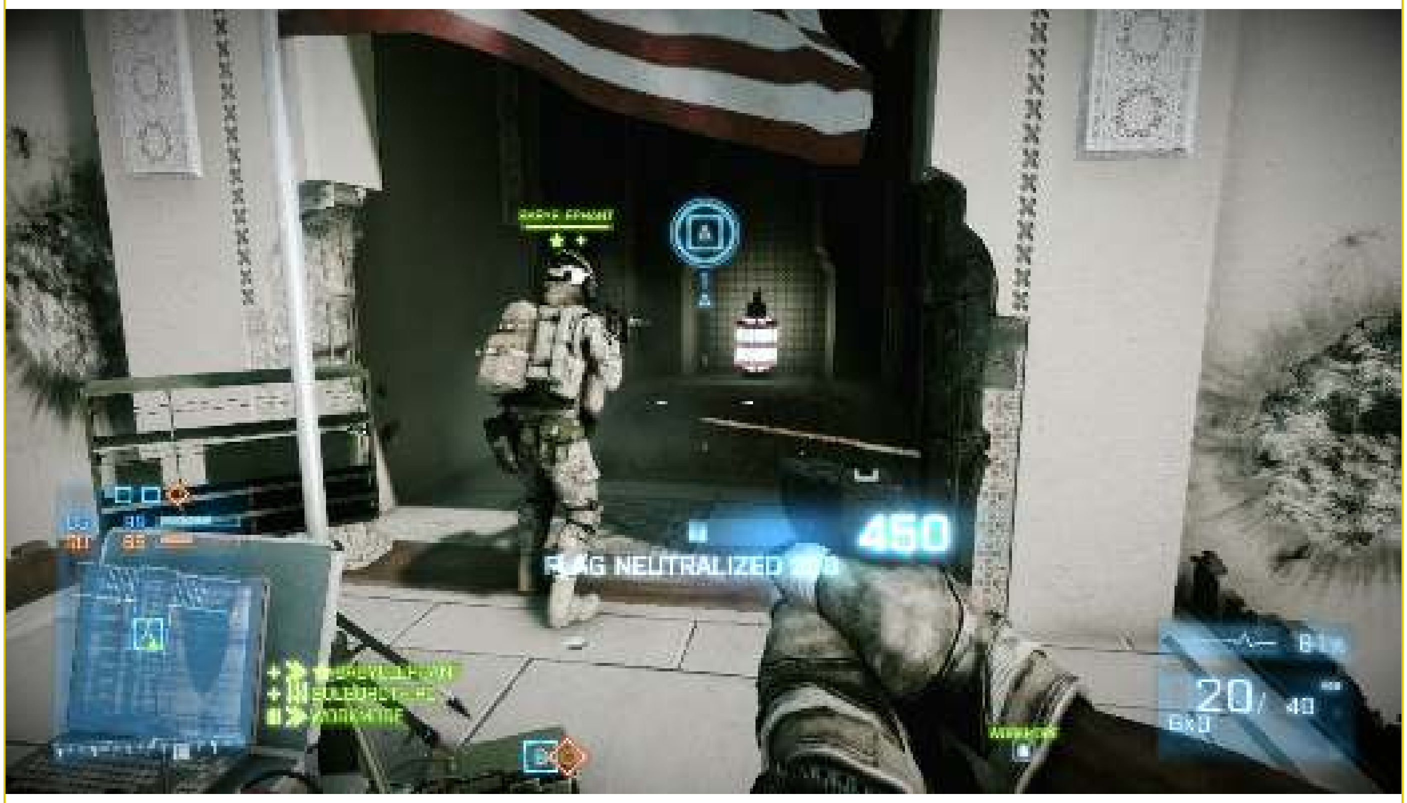
Close-Quarters Primer

Game Modes

There are four game modes available on each of the new *Close Quarter* maps, offering plenty of variety for all. Most of the game modes are familiar classics, but the addition of Gun Master and the new Conquest Domination variant ramps up the intensity for those who prefer nonstop action. Due to the compact size of the new environments, Rush and Squad Rush are not available on the *Close Quarters* maps.

Close-Quarters Primer

Conquest Domination

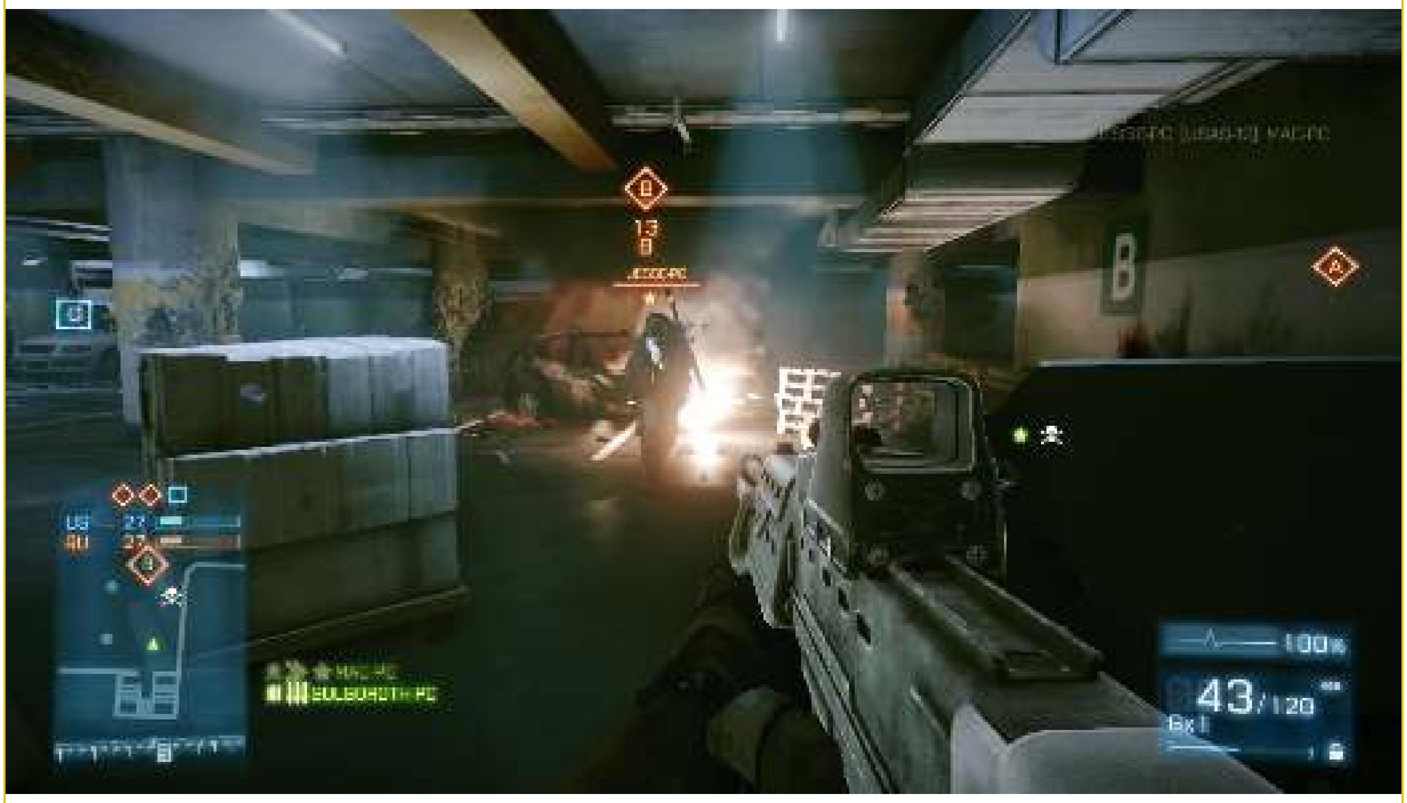


Flags are converted at a faster rate in Conquest Domination. But it still helps to have a teammate within the capture radius to speed up the process. Just watch out for claymores and C4.

Max players: 16

Conquest Domination is a variant of the classic Battlefield game mode and is fine-tuned for the smaller-scale maps featured in Close Quarters. The core fundamentals work the same as classic Conquest as your team tries to dominate the area of operations by capturing control points and holding them. Simply stand next to a flagpole at a control point to raise your team's flag—the more teammates there are in the flag's capture radius, the faster the flag is raised.

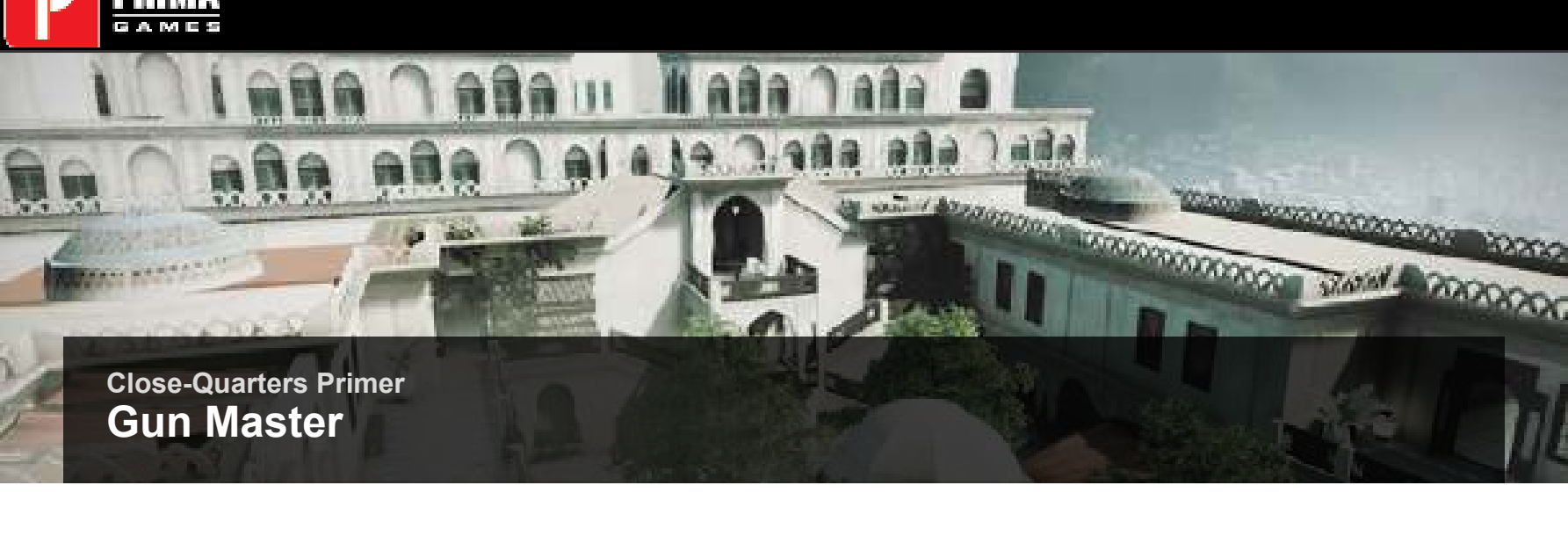
The time it takes to convert a flag in Conquest Domination has been reduced, meaning you won't have to wait long to raise your team's flag. However, the capture radius of each flag is very small, requiring you (and your teammates) to stand very close to the flagpole during the capture phase, leaving you vulnerable to ambushes and booby traps. Once captured, flags cannot be used as spawn points. When spawning into the game, a random spawn point is chosen near a friend. It's far more preferable to join a squad and spawn on one of your squadmates.



As with all Conquest matches, expect heavy traffic around each of the map's three flags. Once a flag is captured, don't forget to defend it.

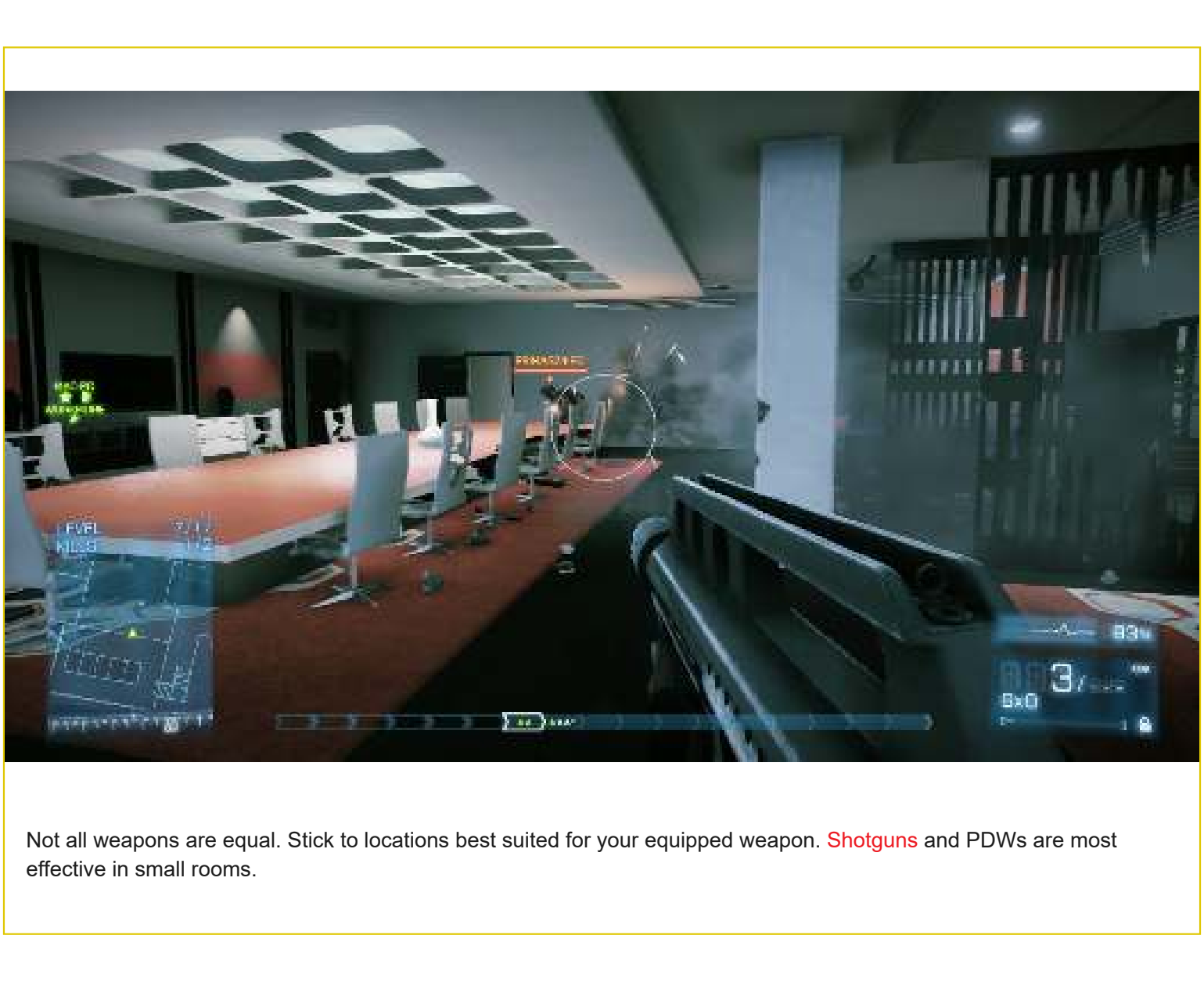
As in classic Conquest matches, both teams have a limited number of reinforcements known as tickets. The ticket count for both teams appears just above the minimap—the team who runs out of tickets first loses the match. You can drain the enemy ticket count by holding more than half of the control points on the map. Since there are just three control points on each map, you need only hold two flags to initiate a ticket drain. So capture two flags early on and stay put, forcing the enemy to attack your defended positions. Leaving a flag undefended guarantees a prompt capture by the opposing team.

Assigning each squad on your team a flag is a good way to ensure all control points are covered. Throughout the duration of the match, each squad focuses on attacking and defending their assigned flag. Without a solid gameplan or any defensive efforts, these matches become a whack-a-mole-like footrace as each player runs from one enemy-held flag to the next.



Close-Quarters Primer

Gun Master

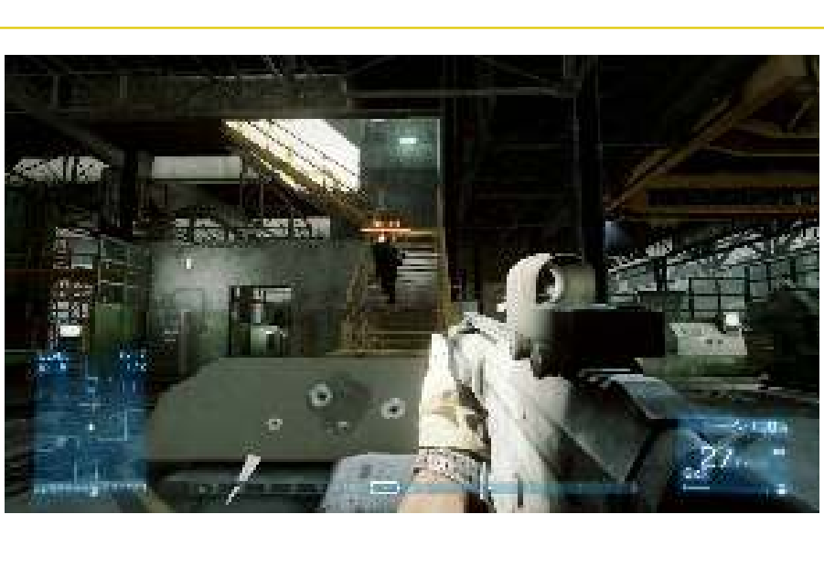


Not all weapons are equal. Stick to locations best suited for your equipped weapon. Shotguns and PDWs are most effective in small rooms.

Max players: 16

Gun Master is completely new to Battlefield 3, requiring you, your teammates, and opponents to progress through 17 levels of weapons. At each level you're assigned a single firearm and a knife. You must score two kills with the assigned firearm before progressing to the next level, where you're assigned a new weapon. Knife kills do not count toward the two-kill total, but they result in demoting your victim. So if an opponent is progressing too quickly, kill them with a knife to knock them back one kill.

Every player begins at Level 1, equipped with an MP443 pistol and a knife. But as the match progresses and some players score more kills than others, the dynamic of each engagement differs, often giving players with one particular weapon a significant advantage over their opponents. For example, the first player to reach Level 4 gains a PP-19 fully automatic PDW. This gives them a leg up on the competition still running around with pistols. But higher-level weapons aren't always better. The JNG-90 sniper rifle, equipped at Level 15, is one of the most difficult weapons to master given the cramped spaces of each map. At Level 17 you're equipped with only a knife and must score a single kill to win the match.



Playing Gun Master is a great way to become familiar with the new weapons you haven't unlocked yet, like the ACW-R carbine.

During Gun Master matches, players are divided into two teams. While you can utilize teamwork to hunt down opponents, all spawning is random, often placing you in a remote area of the map. You cannot spawn on teammates. So take some time moving in the direction of your teammates, appearing as green ID tags on the HUD. While it's possible to succeed on your own, if you come across a group of players working together, you'll have a tough time surviving the engagement. You're better off moving around the map with one or two buddies. Before rushing into a Gun Master match, review the weapons equipped at each level. Adjust your tactics at each acquired level to take advantage of the assigned weapon's strengths.

Level 1: MP443

- Ammo: 9 x 19 mm Parabellum
- Magazine Capacity: 18
- Fire Mode: Single shot
- Rate of Fire: Semi-auto
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: None

Chambered in 9 mm, the MP443 lacks stopping power. So be prepared to rapidly fire multiple rounds at your opponents to produce lethal results. Fortunately, the pistol sports a generous 18-round magazine, allowing you to fire continuously with minimal reloads. The MP443 is also surprisingly accurate when firing from the hip at close range. But for any targets beyond 15 meters, always aim through the weapon's iron sights. Get your two kills with this weapon as quickly as possible, because you'll be outclassed once your opponents progress to the 93R and PDWs.

Level 2: 93R

- Ammo: 9 x 19 mm Parabellum
- Magazine Capacity: 20
- Fire Mode: Three-round burst
- Rate of Fire: 900 rpm
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: None

This is a variant of the M9 pistol modified to fire a three-round burst. The high rate of fire gives the 93R a significant advantage over the MP443, particularly when engaging opponents at close range. However, at intermediate to long range, the pistol is difficult to keep on target due to muzzle climb. Consider aiming low, allowing the recoil to rake bullets across your target vertically as you fire. But the 93R is best deployed at close range, where its rate of fire greatly outperforms the MP443 and .44 Magnum. Just be sure to reload often. The 93R's 20-round magazine empties fast.

Level 3: .44 Magnum

- Ammo: .44 Magnum
- Magazine Capacity: 6
- Fire Mode: Single-shot
- Rate of Fire: Semi-auto
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: None

Compared to the MP443 and 93R, the .44 Magnum is a high-powered precision weapon capable of taking down opponents with one or two hits. Think of it as a handheld sniper rifle. But to novice shooters, scoring hits with the .44 Magnum can be a frustrating experience. First off, never fire this gun from the hip. Always aim through the iron sights, even when engaging opponents at close range. Due to the revolver's low rate of fire and limited six-round cylinder, take careful aim and make each shot count. For best results, aim for center mass, hitting your target in the torso with two quick shots. If you're feeling lucky, aim for the opponent's head for an instant kill. Target enemies at intermediate to long range and avoid firefights at close range where the .44 Magnum's low rate of fire and reload speed becomes a serious liability.

Level 4: PP-19

- Ammo: 9 x 18 mm Makarov
- Magazine Capacity: 55
- Fire Mode: Automatic
- Rate of Fire: 900 rpm
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: Suppressor

Sporting a massive 55-round magazine and a blistering rate of fire, the PP-19 gives any shooter a serious advantage over opponents stuck with the first three pistols. This PP-19 is also equipped with a suppressor, significantly reducing muzzle climb. But the suppressor also reduces the weapon's range and accuracy when firing from the hip. So always use the weapon's iron sights when engaging opponents beyond 15 to 20 meters. At close range, feel free to fire from the hip while holding down the trigger. The PP-19's suppressor also eliminates muzzle flash, making it easy to stay hidden from opponents, particularly if camping near a choke point.

Level 5: P90

- Ammo: 5.7 x 28 mm
- Magazine Capacity: 50
- Fire Mode: Automatic
- Rate of Fire: 900 rpm
- Range: Short
- Optic Attachment: Reflex (RDS)
- Primary Attachment: None
- Secondary Attachment: None

The P90 functions similar to the PP-19, equipped with a large 50-round magazine. But this PDW is equipped with a Reflex (RDS) sight, making it easier to engage enemies at close and intermediate ranges. Even while firing prolonged automatic bursts, the P90 exhibits minimal recoil. So don't be afraid to lay down a generous burst of automatic fire to bring down each opponent. Chances are your opponent will drop long before you run out of ammo. Despite the addition of the Reflex (RDS) sight, this is still a close-quarter weapon, so avoid wide-open spaces where opponents with long-range rifles can gain the upper hand. Instead, try to ambush opponents in small rooms and cramped corridors.

Level 6: SPAS-12

- Ammo: 12 gauge
- Magazine Capacity: 5
- Fire Mode: Single-shot
- Rate of Fire: Pump-action
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: None

The SPAS-12 has a lot in common with the 870MCS. Both are extremely lethal pump-action shotguns capable of dropping opponents with a single hit. However, the damage of the SPAS-12 drops off significantly over range, making it most effective during point-blank engagements. The SPAS-12 must be reloaded one shell at a time. To avoid lengthy reload times, make a habit of reloading the weapon after each shot. Also, stick to areas of the map where you can ensure close-range encounters. Stairways, corridors, and doorways are great places to ambush your opponents, practically guaranteeing you a one-shot kill.

Level 7: MK3A1

- Ammo: 12 gauge
- Magazine Capacity: 6
- Fire Mode: Automatic
- Rate of Fire: 255 rpm
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: 12G Frag

Also known affectionately as the Jackhammer, this fully automatic shotgun's bark is often worse than its bite. Loaded with 12G frag rounds, the MK3A1 is great for suppression but lacks the stopping power to put down opponents quickly. Don't be surprised if you have to unload an entire magazine of frag rounds into an opponent before they fall. The weapon is extremely loud, too, leaving little mystery to the shooter's whereabouts. Like any shotgun, this bad boy is best deployed at close range while holding down the trigger. But the shotgun's box magazine holds only eight rounds, so make each shot count. You don't want to get caught reloading during a close-quarter duel.

Level 8: ACW-R

- Ammo: 5.56 x 45 mm NATO
- Magazine Capacity: 30
- Fire Mode: Automatic
- Rate of Fire: 850 rpm
- Range: Long
- Optic Attachment: Reflex (RDS)
- Primary Attachment: None
- Secondary Attachment: Laser sight

Graduating to the ACW-R assault rifle finally gives you some long-range capability. Consider stalking opponents in wide-open spaces or channeling fire down long corridors. The Reflex (RDS) optical sight allows for quick and easy target acquisition at any range. But in close quarters, you're sometimes better off firing from the hip, taking advantage of the improved accuracy offered by the laser sight attachment. However, when engaging enemies at intermediate to long range, consider switching the laser sight off. It merely gives away your position and provides no accuracy bonus while aiming through the Reflex (RDS) optical sight.

Level 9: MTAR-21

- Ammo: 5.56 x 45 mm NATO
- Magazine Capacity: 30
- Fire Mode: Automatic
- Rate of Fire: 900 rpm
- Range: Long
- Optic Attachment: Holographic (HOLO)
- Primary Attachment: Foregrip
- Secondary Attachment: Laser sight

The bullpup configuration of the MTAR-21 carbine makes it ideal for close-quarter engagements. Combining the maneuverability of a PDW with the stopping power of an assault rifle, the MTAR-21 is one of the most balanced weapons in this game mode. The Holographic (HOLO) optical sight is great for engaging targets at any range. The combination of the foregrip and laser sight attachments also makes this a particularly accurate weapon when fired from the hip.

Level 10: AUG A3

- Ammo: 5.56 x 45 mm NATO
- Magazine Capacity: 30
- Fire Mode: Automatic
- Rate of Fire: 700 rpm
- Range: Long
- Optic Attachment: Reflex (RDS)
- Primary Attachment: Foregrip
- Secondary Attachment: Laser sight

Like the MTAR-21, the AUG A3 benefits from a bullpup design, making it ideal for maneuvering in tight spaces. The weapon comes equipped with a laser sight, ideal for shooting from the hip at nearby enemies. But when engaging opponents beyond 15 meters, always aim and engage your target while peering through the Reflex (RDS) optical sight. Like most weapons, the AUG A3 is much more accurate and stable while aiming through the attached sight. This helps offset recoil, allowing you to keep the weapon on target, even during automatic bursts.

Level 11: SCAR-L

- Ammo: 5.56 x 45 mm NATO
- Magazine Capacity: 30
- Fire Mode: Automatic
- Rate of Fire: 620 rpm
- Range: Long
- Optic Attachment: Holographic (HOLO)
- Primary Attachment: Foregrip
- Secondary Attachment: Laser sight

The SCAR-L performs similarly to the MTAR-21 and AUG A3, so don't expect a major change in tactics while issued this weapon. This is a hard-hitting carbine capable of accurately neutralizing opponents at short and intermediate ranges. While the carbine exhibits significant recoil when fired in long automatic bursts, the foregrip attachment helps improve stability, particularly when firing from the hip. But limit yourself to short bursts when engaging targets beyond 20 meters and aim through the Holographic (HOLO) optical sight for improved accuracy.

Level 12: LSAT

- Ammo: 5.56 x 45 mm NATO
- Magazine Capacity: 100
- Fire Mode: Automatic
- Rate of Fire: 650 rpm
- Range: Medium
- Optic Attachment: M145 (3.4x)
- Primary Attachment: Foregrip
- Secondary Attachment: Laser sight

This cumbersome belt-fed light machine gun can be difficult to maneuver in close quarters, so stay close to teammates and consider providing suppressive fire. The LSAT has a large 100-round box magazine, allowing for prolonged automatic bursts, ideal for pinning opponents while your teammates flank. It takes approximately six seconds to fully load a fresh magazine in this weapon, so make sure you find a safe location before reloading. The scope and laser sight attachments give the LSAT both intermediate and short-range capability. Keep the laser sight on while moving around corners and through other tight spaces. The accuracy bonus the laser sight affords helps offset the weapon's wild recoil when firing from the hip.

Level 13: L86A2

- Ammo: 5.56 x 45 mm NATO
- Magazine Capacity: 45
- Fire Mode: Automatic
- Rate of Fire: 750 rpm
- Range: Medium
- Optic Attachment: ACOG (4x)
- Primary Attachment: Foregrip
- Secondary Attachment: Heavy barrel

The L86A2 is a light machine gun that functions similar to an assault rifle. The bullpup configuration makes it relatively maneuverable, and the box magazine is much faster to reload than its bigger belt-fed cousins. This makes it much easier to operate in tight quarters than the LSAT. But the weapon still exhibits rather harsh recoil, so go easy on the trigger and aim through the scope to increase stability and accuracy. The foregrip attachment helps decrease muzzle drift, making it relatively accurate when shooting from the hip at nearby opponents. But the heavy barrel attachment makes the weapon most accurate when aimed through the scope.

Level 14: M417

Ammo: 7.62 x 51 mm NATO

- Magazine Capacity: 20
- Fire Mode: Single-shot
- Rate of Fire: Semi-auto
- Range: Very long
- Optic Attachment: ACOG (4x)
- Primary Attachment: Foregrip
- Secondary Attachment: Flash suppressor

Don't confuse this weapon with the M416 assault rifle. Although they have similar names and design characteristics, the M417 is a semiautomatic rifle, firing one round per trigger pull. The loss of automatic functionality calls for a change-up in tactics. Instead of engaging opponents at close range, leverage the rifle's accuracy and stopping power by sticking to open areas or long corridors. The M417 has impressive stopping power, usually dropping opponents with only two or three shots. The flash suppressor muzzle attachment is also a nice addition, helping you remain hidden.

Level 15: JNG-90

- Ammo: 7.62 x 51 mm NATO
- Magazine Capacity: 10
- Fire Mode: Single-shot
- Rate of Fire: Bolt-action
- Range: Very Long
- Optic Attachment: ACOG (4x)
- Primary Attachment: Straight pull bolt
- Secondary Attachment: Laser sight

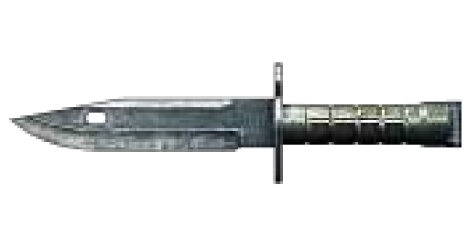
The JNG-90 is a slow-firing bolt-action sniper rifle with amazing stopping power. But finding a place to accurately deploy this weapon can be tricky. Instead of racing around the map looking for victims, find a relatively safe place and wait for opponents to come to you. Scout out elevated sniper perches or simply take aim down a long, high-traffic corridor. Always aim through the scope before firing and try to score a headshot if possible. The straight pull bolt attachment allows you to chamber a new round while still peering through the scope. But if your target survives the first hit, be ready to move. If you stand still while trying to chamber a new round, you probably won't live long enough to fire a second bullet.

Level 16: M320 LVG

- Ammo: 40mm LVG
- Magazine Capacity: 1
- Fire Mode: Single-shot
- Rate of Fire: N/A
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: None

Unlike traditional high-explosive rounds that explode upon impact, this M320 grenade launcher fires fuse-delayed LVG rounds that detonate approximately 3 to 4 seconds after being fired. This allows you to bounce grenades off of surfaces or around corners, ideal for engaging enemies without exposing yourself to incoming fire. On the downside, the fuse delay gives opponents plenty of time to run away before the grenade detonates. Focus your fire on small rooms and choke points where opponents have a tough time maneuvering. Fortunately, you need only one kill with this weapon to advance to the final level.

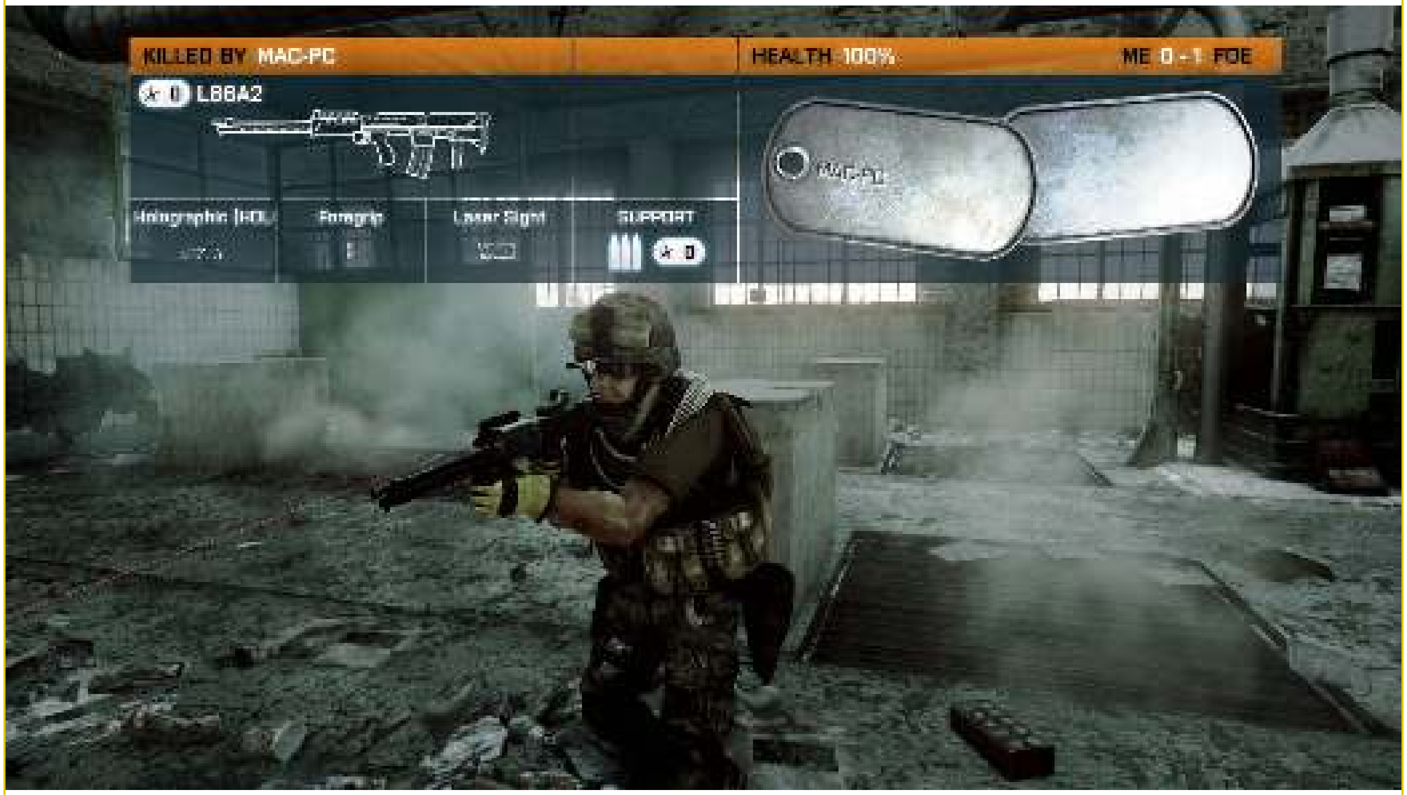
Level 17: Knife



Now comes the final challenge: hunting down armed opponents while armed with only a knife. Don't stay in one spot and wait for enemies to come to you. Instead, actively hunt down your opponents to win the match. Sprint through the map and search for prey, preferably while their back is turned to you. If possible, stalk enemies equipped with the slow-firing JNG-90 or M320 LVG. Even if they see you, they'll have a hard time engaging you at close range. And remember, it takes one knife strike to kill an opponent from behind. But it will take at least two swipes to kill an enemy from the front. So be prepared to follow up with a second strike if the first doesn't do the job. Most importantly, stay on the move and watch your back. If you get stabbed, you'll drop down a level. Or if you're stabbed by an enemy who is also at Level 17, the match will end with a loss for your team.

Close-Quarters Primer

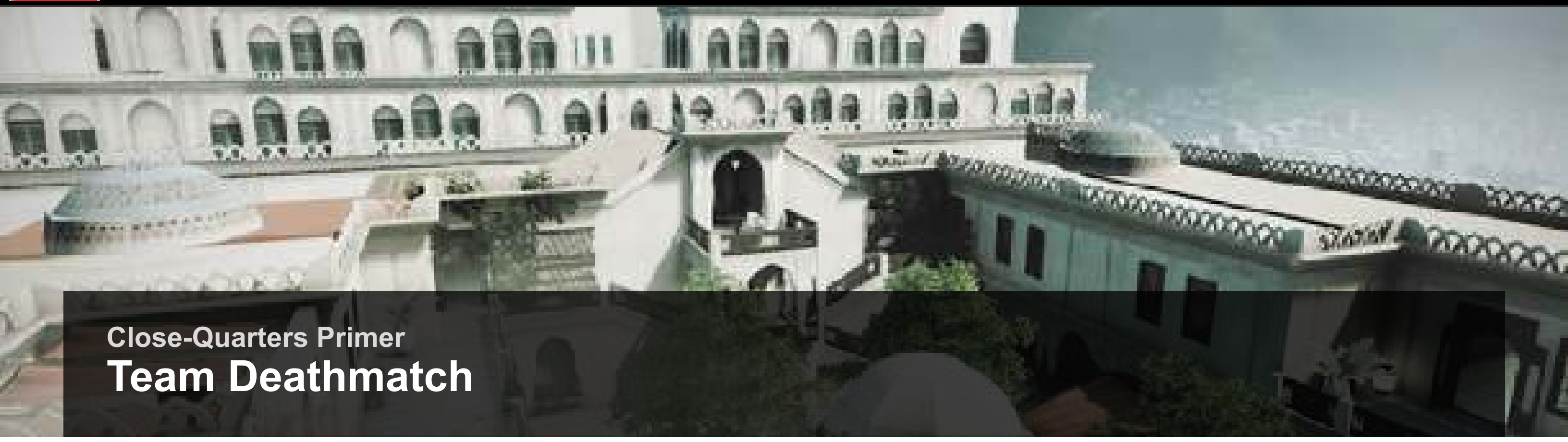
Squad Deathmatch


KILLED BY MAC-PC
L86A2
Holographic (HOLO)
Foregrip
Laser Sight
SUPPORT
HEALTH 100%
ME 0 - 1 FOE
MAC-PC

If you see this screen, it means you're dead. Prepare to spawn on one of your living squadmates. Otherwise you'll spawn at a random location, potentially placing you far from your squad.

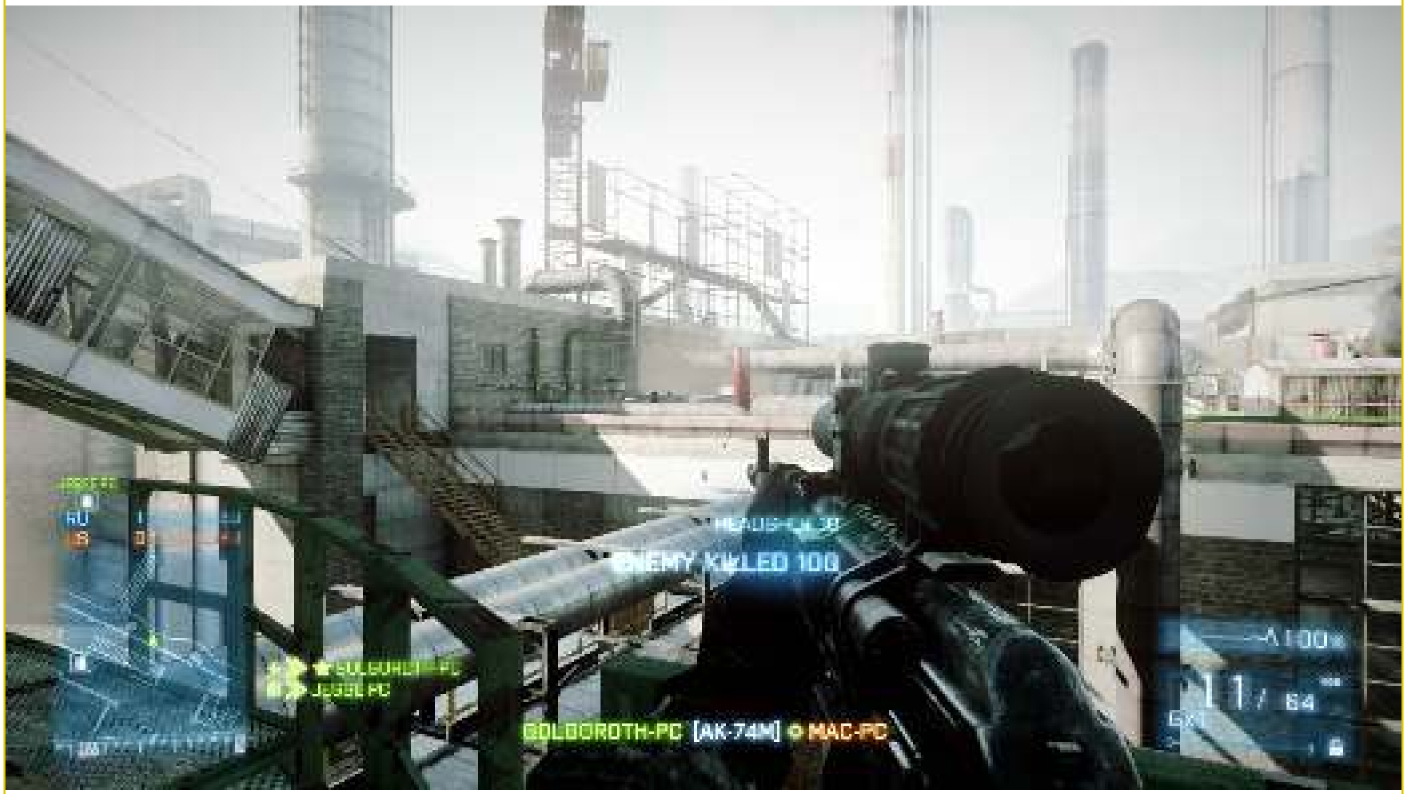
Max Players: 16

In this mode, there are four four-player squads, each representing a different team: A, B, C, and D. The team that scores 50 kills first wins—the score is listed on the left side of the screen above the minimap. Unlike the Squad Deathmatch modes found in Battlefield 3 or Back to Karkand, there are no IFV vehicles available on these maps. But given the small layout of each map, there is never a dull moment. This is a very fast-paced game mode best played with good squadmates you can rely on to watch your back. Use squad spawning to stay together and stay alive!



Close-Quarters Primer

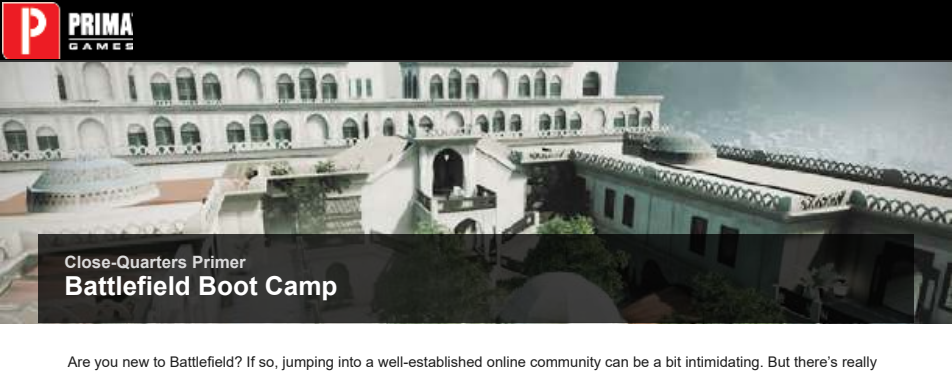
Team Deathmatch



In Team Deathmatch, scoring a kill earns your team a point. But don't get reckless. The opposing team gains a point every time they kill you or a teammate.

Max Players: 16

Team Deathmatch is a no-holds-barred infantry-only battle in a confined area. The two teams struggle to score the most kills to win the match. Each kill is counted, so take down your enemies to increase your team's score, represented by the numbers and status bars above the minimap. It's your choice whether to stick with your team or to go on a solo hunt. But be warned, the tempo is high and enemies can pop up from behind almost any corner. Monitor the scoring status bars to see how the fight is going, and make tactical adjustments as necessary. For example, if both teams are close to scoring the points necessary for a win, play it safe to avoid giving the enemy team the kills they need.

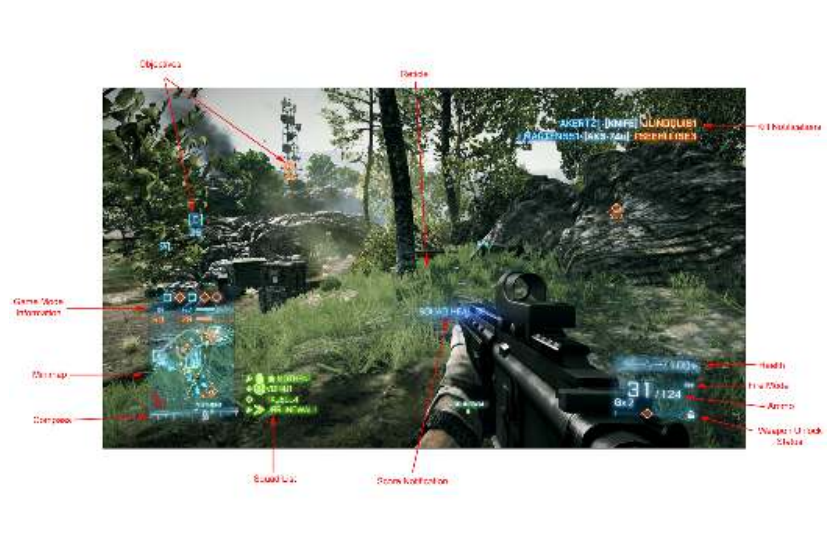


Close-Quarters Primer

Battlefield Boot Camp

Are you new to Battlefield? If so, jumping into a well-established online community can be a bit intimidating. But there's really nothing to fear. Regardless of your experience or skill level, there is a role for everyone in Battlefield. In fact, this is one of the only online shooters where you can post a big score without even firing a single bullet. In this section, we cover basic gameplay mechanics and offer some helpful tips to assist you during your online career.

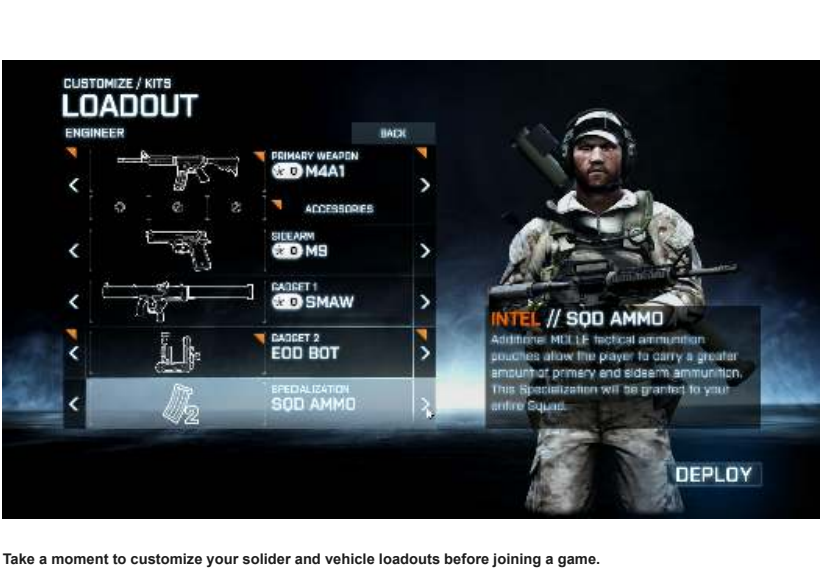
Interface



The heads-up display, or HUD, is the way that vital information is displayed on your screen. None of the items on your HUD are there for aesthetics. They are there to help you accomplish your objectives and keep you alive. Here's a brief explanation of every item on the HUD.

- **Reticle:** The reticle is the aiming point for your selected weapon and is always located in the center of the screen. To hit a target, place the reticle over it and fire. The reticle makes changes based on the weapon you're using. When firing at an enemy, watch for diagonal lines flashing around the perimeter of the reticle. This bloom animation means you are hitting the target. This is especially useful when making long-range shots.
- **Minimap:** Located in the screen's bottom left corner, the minimap provides a top-down, 360-degree view of the environment through which you are moving. The minimap rotates as you change direction so that the top of the minimap is always the direction you are currently facing. In addition to showing the terrain, the minimap also shows the location of all detected enemies as red triangles or red vehicle icons. Teammates show up as blue icons while squad members are green. Empty vehicles are represented by white icons.
- It is a good idea to constantly refer to the minimap to keep track of all detected enemies. Even if you can't see them visually, the minimap lets you know where they are located, whether behind a hill or inside a building. Finally, red and blue diamond icons show you the location of objectives—these same objective icons also appear on the HUD. The color of the ground on the minimap also has meaning. The red shaded terrain is out of bounds. If you move into this area, you have 10 seconds to get back on the map or else you will die.
- Compass: The compass is located just beneath the minimap and shows the direction you're currently facing.
- Game Mode Information: The icons and meters above the minimap relate to the current game mode. The diamond-shaped icons represent control points in Conquest mode and M-COM stations in Rush mode. The two meters below these icons track how many tickets each team has.
- Objectives: The square and diamond-shaped icons on the HUD represent objectives. Blue square icons are held by your team while red diamond icons are held by the opposing team. Beneath each of these icons is a number showing the distance to each objective in meters.
- Health: By default, your health is at 100 percent. But if you take damage, your health will drop. If it reaches 0, you die. You can slowly regenerate health by staying behind cover and avoiding injury. But the fastest way to heal is with a medic kit dropped by an assault player. Stand (or lay) close to a medic kit to rapidly restore your health.
- Ammo: The ammo count box in located in the screen's bottom right corner. Your ammo is represented by three numbers. The large number to the left indicates how many rounds you currently have loaded in the weapon's magazine. The small number to the right is the amount of ammo available in unloaded magazines. As you reload your weapon, the number on the right decreases as the number on the left increases up to the maximum amount the weapon's magazine can hold. The third number, below the ammo reserves, represents how many grenades you have.
- Fire Mode: This icon represents the selected fire mode of you weapon. Some weapons allow you to switch fire modes, choosing from single shot, automatic, and burst modes.
- Weapon Unlock Status: This status bar represents how close you are to the next unlock for the selected weapon. The more enemies you kill with a specific weapon, the more accessories you unlock.
- Kill Notifications: The text in the screen's top right corner reports recent deaths, showing who killed who and with what weapon or vehicle.
- Score Notification: Every time you earn points, text appears in the middle of the screen describing what action you're being rewarded for and how many points you gain.
- Squad List: Shown in green text on the right side of the minimap, the squad list shows every member of your squad as well as the kit and specialization they currently have equipped. The squad leader appears at the top of the list with a star icon next to their name.

Loadout Customization

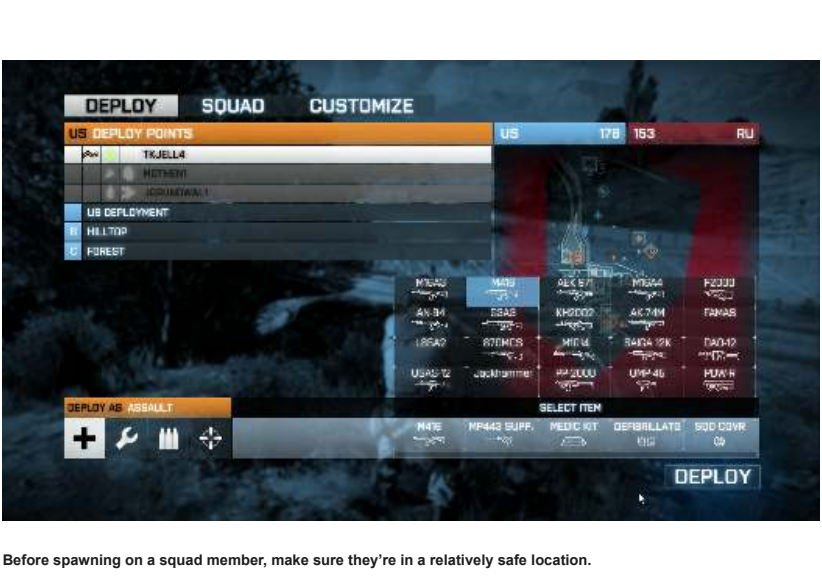


Additional MOLLE tactical ammunition pouches allow the player to carry a greater amount of primary and sidearm ammunition. This Specialization will be granted to your entire Squad.

Take a moment to customize your solider and vehicle loadouts before joining a game.

While veteran Battlefield players are accustomed to being rewarded with new weapons and gear as they progress through their multiplayer career, there has never been so many customization options available. Each class, weapon, and vehicle has its own unlock progression, allowing you to unlock a variety of upgrades, accessories, gadgets, and specializations. When choosing your soldier's loadout, you can choose a primary weapon, a sidearm, up to two gadgets, and a specialization. Taking customization deeper, each primary weapon can be outfitted with a scope and with primary and secondary attachments. You can even choose loadouts for vehicles, selecting from a mix of unlocked upgrades, gadgets, and weapons. The more you play, the more unlocks you acquire. So don't forget to visit the Loadout screen to make adjustments that best fit your play style and the current needs of your team.

Spawn Screen



Before spawning on a squad member, make sure they're in a relatively safe location.

When you first join a game, the Spawn screen is where it all begins. Before immediately jumping into the game, take a few seconds to choose your class and gear. It's possible to switch primary weapons from the Spawn screen, but if you want to make more adjustments to your kit, choose the Customize option. This opens a new screen, allowing you to select different sidearms, gadgets, and specializations. You can also customize your primary weapon with accessories you've unlocked.

Once you're finished adjusting your loadout, return to the Spawn screen and figure out where you want to join the fight. If you're in a squad, you can spawn on any living squad member. Or if a recon squad member has deployed a radio beacon, you can spawn at its location. Depending on the game mode, there are also bases, deployment areas, and control points at which you can spawn. New to Battlefield 3 are jets and helicopters. If one of these is available, you can spawn directly into the pilot's seat of these idle aircraft. U.S. troops can also spawn directly into the AAV-7A1 AMTRAC, an armored vehicle that serves as a mobile spawn point.

As you can see, the spawning options are numerous. In most instances you should spawn on or close to your squad so you can provide support. But if your squad is in a tense firefight, sometimes it's safest to spawn at a less dangerous location; otherwise you may get killed as soon as you spawn into the game.

Movement Fundamentals

Sprinting is essential at the beginning of a match as players race to capture and defend key locations.

Moving your soldier around the battlefield is simple, especially if you've played the earlier installments or other first-person shooters. When standing, your soldier jogs at a moderate pace, ideal for getting around areas where threats are minimal. While crouched, you move slower, and while prone your movement is literally reduced to a crawl. However, since you are lower, you make a smaller target for the enemy to hit, and you can more easily duck behind cover. When advancing against an enemy position, it is best to move while crouched or prone, as it is harder for the enemy to detect you. These lower stances also cause the reticle to tighten up, indicating an increase in weapon accuracy. So make a habit of dropping to a knee or down on your belly before firing a shot.

At times, it is better to move fast by sprinting. You can't use weapons or equipment while sprinting, but you are much more difficult for the enemy to hit. Sprint when you have to move from one position of cover to another in an open area. But never sprint in tight confined spaces where you're likely to face enemy troops. If you encounter an enemy at close range while sprinting, chances are you won't have time to stop and aim your weapon, giving the enemy a huge advantage.

Caution

Some maps feature deep bodies of water, allowing you to swim. Avoid swimming at all costs. While in the water, you can't access your weapons, making you a sitting duck.

Parachutes

If you bail out of a plane or helicopter, make sure you do so within the map's boundary.

Whether jumping out of a damaged aircraft of hopping off a tall building, you can avoid cratering into the ground by deploying your parachute. While in free fall, press the Jump button/key once to open your parachute. You can slightly steer the parachute with standard movement inputs. But don't expect to travel great distances in your parachute, as the descent is rapid. It's possible to fire your weapons during the descent, but your accuracy is greatly diminished. If you're descending directly over an enemy position, consider dropping grenades—just make sure they explode before you reach the ground. But the longer you're in the air, the more attention you're likely to attract. For this reason, free-fall as long as possible and open the parachute just before you reach the ground. This is a great way to sneak into enemy-held territory.

Combat

While moving about the battlefield is a major part of gameplay, the sole purpose of movement is to get into a position where you can use your weapons to engage and eliminate the enemy. You have access to different types of weapons. However, the controls for using these weapons are fairly common.

Spotting Targets

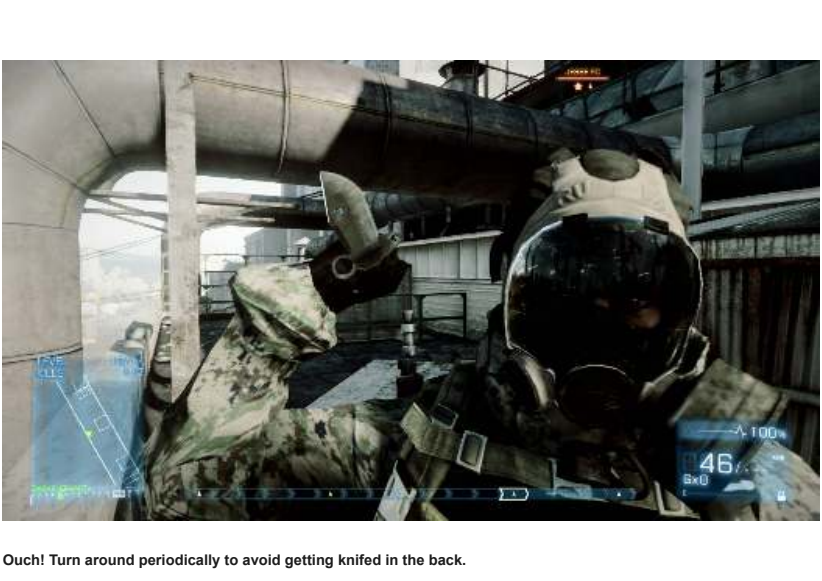
OBJECTIVE A ARMED!

Always spot a target before opening fire to alert your teammates of an enemy's presence.

Before you attack your first enemy, you must first learn how to spot them. When you have an enemy player or vehicle in your sight, press the Spot button/key to highlight it for your team. This places a red icon on the HUD and minimap, showing your entire team where the enemy unit is located. Enemy infantry show up as red triangle icons while vehicles are represented by red vehicle icons. Targets remain spotted for only about five seconds, but that's usually more than enough time for your team to notice the threat.

Also, once the icon disappears, you can spot the target again as long as you've maintained a line of sight. If a teammate kills the target you tagged, you earn a Spot Bonus worth 10 points. So consider playing as recon with a high-powered scope and simply spot enemy units for your team. Even if you don't fire a shot, you can still rack up a decent score.

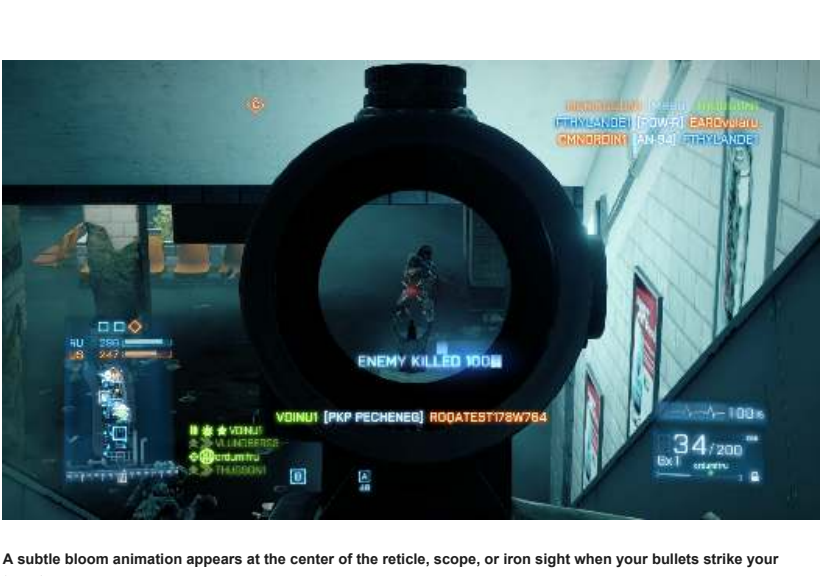
Knife



Ouch! Turn around periodically to avoid getting knifed in the back.

The knife is a standard-issue weapon available to all players, regardless of their class or rank. When approaching an enemy from behind, you can kill them instantly by attacking with the knife. But if you attack an enemy head-on, it now takes at least two swipes with the knife to score a kill from the front—a new gameplay mechanic introduced in Battlefield 3. So if an enemy is looking in your direction, think twice before attempting a knife kill. Chances are they'll shoot you in the face before you can get within striking range. Instead, always look for opportunities to flank, sneaking up behind unsuspecting opponents and knifing them from behind. As in Battlefield 2142 and every installment since, scoring knife kills earns you the victim's dog tags, providing you with a permanent trophy. In addition to scoring stealthy kills, the knife is also great for slicing through chain-link fences and other obstacles.

Firearms



A subtle bloom animation appears at the center of the reticle, scope, or iron sight when your bullets strike your target.

As mentioned earlier, the reticle in the screen's center is your aiming point for using weapons. Most of the weapons you use are direct fire, meaning that the projectile you fire travels in a basically straight line from your weapon to the target. Using these weapons is simple. Place the reticle directly over the target and then press the Fire button. For semiautomatic or single-shot weapons such as pistols, shotguns, and sniper rifles, each time you press the Fire button/key, you fire a single round. However, for automatic weapons such as submachine guns, assault rifles, and light machine guns, they will continue to shoot as you hold down the Fire button/key until they run out of ammo.

Most weapons in Battlefield 3 have selectable fire modes, allowing you to choose from single-shot, burst, and automatic modes. So experiment with each weapon's fire modes in an effort to increase accuracy and reduce recoil. When firing automatic weapons, the longer the burst, the less accurate your fire. Therefore, to maintain greater accuracy and still put a lot of lead on-target, fire in short bursts. You are more likely to kill your target, especially at medium to long range, with a few accurate rounds rather than spraying an entire magazine over a wide area. If recoil is still a problem, consider switching to burst or single-shot mode.

Iron Sights and Scopes

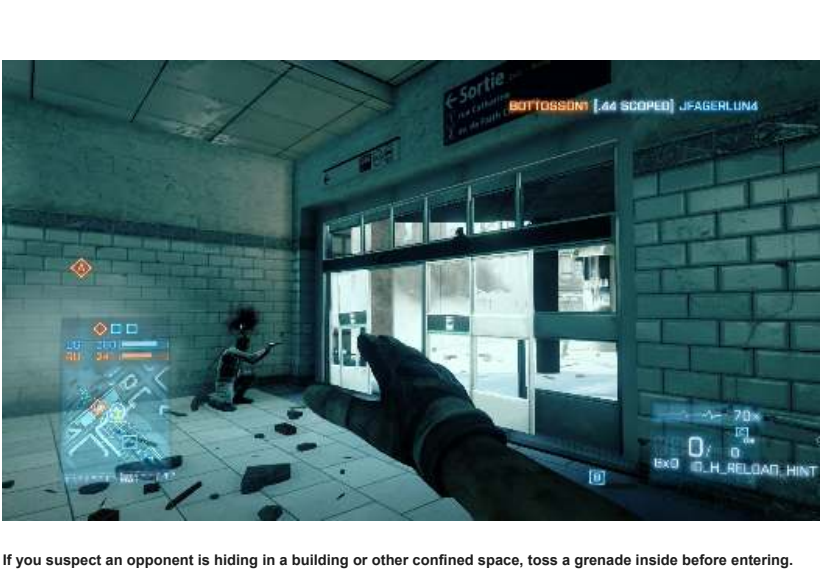
The reticle disappears when aiming through iron sights or a scope, but the bloom animation still appears when hitting a target.

When you fire a weapon using the reticle to aim, you are essentially firing from the hip, with the butt of your weapon in the crook of your arm. This is not very accurate and should only be used at close range. To increase your accuracy, press the Zoom button/key. This will bring up the iron sight view, where you are actually looking through the weapon's sight to aim. You bring the butt of the weapon up to your shoulder, giving you greater accuracy. If your weapon is equipped with a scope, the Zoom button/key will provide a view through the scope rather than the iron sight. Get in the habit of pressing the Zoom button to bring up your iron sight before firing. This is more accurate, and it provides a zoomed-in view of the target.

To further increase accuracy, crouch or drop prone and remain stationary while firing. When peering through high-powered scopes, there is noticeable sway, making it difficult to aim. You can temporarily reduce this sway by holding your breath (hold down the Sprint button/key). But this lasts for only a few seconds. You can completely eliminate scope sway by using a Bipod.

Gravity affects all firearms, causing bullets to drop over distance. When engaging targets at long range, compensate for gravity by aiming high.

Grenades



If you suspect an opponent is hiding in a building or other confined space, toss a grenade inside before entering.

Grenades require a bit more skill to use effectively since they are either thrown or launched. Unlike a bullet or rocket, which travels in a straight line, grenades travel in a parabolic arc due to their lower speed and gravity. In the case of a grenade launcher, the farther away you are from the target, the higher you need to aim. That is why the reticle for a grenade launcher has several horizontal lines for aiming points. For a short-range shot, use the top line. The farther away your target, use the lower lines. By using a lower aiming point, you are essentially aiming the weapon higher to lob the grenade toward the target.

Hand grenades work a bit differently. They are thrown rather than launched, and you don't get a separate reticle for aiming. Instead, use your weapon's reticle to best judge where you want to throw a grenade. One press of the Grenade button/key throws the grenade, shown as an orange flashing icon on the HUD. But hand grenades have limited range, so you may need to aim high to get them near your intended target—the farther your target, the higher you should aim your throw.

When using grenades, it is important to understand how they work. Rifle grenades fired from a launcher explode on impact. Hand grenades, in contrast, have a five-second fuse. As a result, you can bounce hand grenades around corners or roll them down inclines. Like your own grenades, enemy grenades show up as flashing orange icons on the HUD. So if you see one of these flashing icons nearby, sprint in the opposite direction before it explodes.

Suppression

If this is what your screen looks like, find cover fast!

The new suppression system will definitely make you think twice before exposing yourself to incoming fire. If rounds hit you or strike anywhere close by, you become suppressed. When you're suppressed, your vision is blurred and your weapon accuracy is greatly diminished. However, the effects of suppression pass quickly if you get out of the line of fire and seek cover. The new suppression mechanic can work in your favor too. Even if you don't have a clear shot at an opponent, open fire in an attempt to suppress them. Any class or weapon is capable of suppressing, but the support kit's light machine guns are most effective. These weapons' large magazine capacities allow you to lay down sustained heavy fire, ideal for keeping an opponent's head down. Each player has an invisible suppression radius around them. Simply landing rounds within this small radius suppresses the target. The new Suppression Assist score (50 points) is awarded if a teammate kills an opponent you've suppressed.

Vehicles

When driving a vehicle, consider slowing or stopping while your passengers are targeting enemies—you get points if they score a kill.

The maps in Battlefield 3 are massive. It can take a while to walk them on foot. Therefore, use vehicles to get around. There are several types of vehicles in the game, but they all are driven with similar controls. Most of the vehicles have more than one seat. When you get into an empty vehicle, you are placed in the driver's seat by default. However, you can move to another position inside the vehicle with the press of a button/key, cycling through all seats. The driver has control of a vehicle's movement and, in the tanks and IFVs, the vehicle's turret-mounted main weapon. Most vehicles even have gunner and passenger positions, allowing teammates to man other vehicle-mounted weapons. So make sure all crew positions are filled before leaving a base or deployment area.

Jets

Feel the need for speed? Spawn directly into the pilot's seat of a waiting jet.

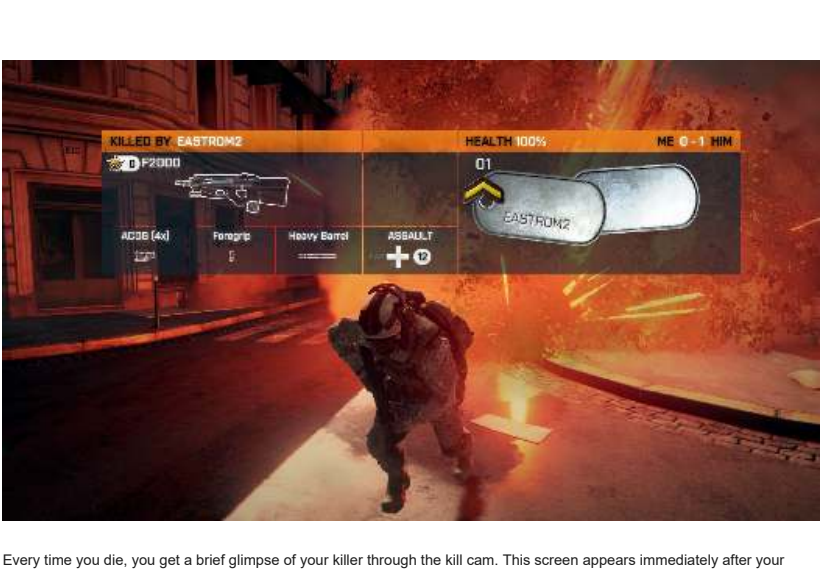
Jets aren't new to the Battlefield series. But they're back, adding a new layer of intensity to the conflict. Initially jets are equipped with only a cannon, useful for performing strafing runs and shooting down enemy aircraft. Like all the vehicles, jets have their own reward progression, allowing you to unlock more powerful air-to-air and air-to-ground weapons, including heat seekers, rocket pods, and guided missiles. So choose your weapons carefully based on the needs of your team. If they need help knocking out tanks, choose rocket pods or guided missiles. Or if your team is constantly harassed by enemy helicopters or jets, choose heat seekers to shoot down these threats. And veterans will be happy to know that all aircraft (jets and helicopters) have their own spawn points. So instead of lingering on a runway waiting for a jet to spawn, simply hold in the Spawn screen and spawn directly into the pilot's seat when a jet or helicopter is available.

Vehicle Damage

A single rocket hit will no longer destroy light vehicles like this Vodnik, but it may kill some of the occupants.

In Battlefield 3, vehicle damage has been completely overhauled. Now if vehicles take light damage, they slowly regenerate health on their own, assuming the vehicle stays out of danger and avoids taking damage for several seconds. However, if a vehicle takes heavy damage, it catches fire and becomes disabled. At this point, vehicle speed and mobility are greatly reduced, but the weapons still function—and the loss of speed and control is extremely dangerous when piloting a jet or chopper. While a vehicle is disabled, its health slowly declines until eventually it explodes. Only engineers can repair a disabled ground vehicle. Jets and helicopters in flight have the benefit of deploying the fire extinguisher upgrade to put out the flames and restore control. As a result of these changes, destroying vehicles outright is much more difficult, requiring you to disable a vehicle before it can be destroyed. Meanwhile, the crew of a disabled vehicle has a critical choice to make: Do they stay with the burning vehicle and try to score more kills, or do they bail out and attempt to find cover before their ride explodes?

Kill Cam

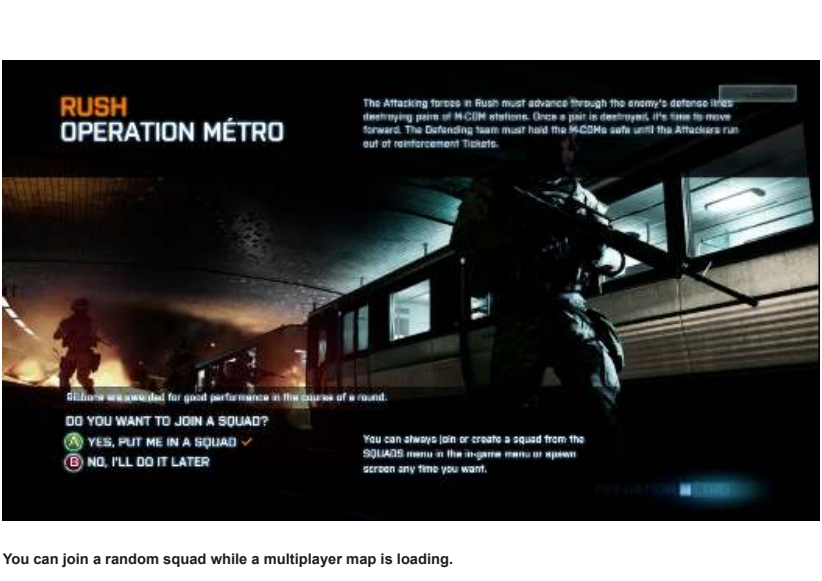


Every time you die, you get a brief glimpse of your killer through the kill cam. This screen appears immediately after your death, providing a brief shot of the player who killed you as well as their name, rank, health, kit, weapon, and specializations. It may seem like a frivolous feature, but the kill cam has larger implications for how the game is played. Snipers can no longer camp one spot and kill from an undisclosed location throughout the entire match. Through the kill cam, victims can see approximately where an enemy player is camping and enact revenge once they respawn. So make a habit of moving frequently, or else you're likely to face one of your angry victims sneaking up behind you with a knife.

Squad Play

If you've played past installments of Battlefield, you know the benefits of joining a squad. A squad is a four-player unit that can communicate with each other over headsets. Being able to talk to the other players in your squad allows you to discuss each situation and respond as a single unified fighting force. Beyond the obvious tactical advantages, being in a squad allows you to earn the squad bonus points, boosting your score and fast-tracking promotions. But if you're new to Battlefield and the squad system, let's take a look at how they work.

Joining a Squad



The Attacking forces in Rush must advance through the enemy's defense lines destroying pairs of M-COM stations. Once a pair is destroyed, it's time to move forward. The Defending team must hold the M-COMs safe until the Attackers run out of reinforcement Tickets.

Soldiers are awarded for good performance in the course of a round.

DO YOU WANT TO JOIN A SQUAD?

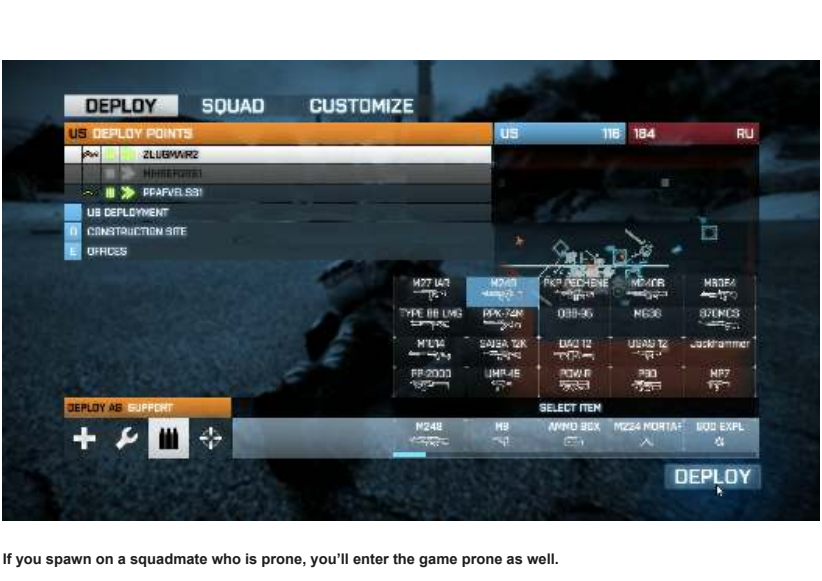
You can always join or create a squad from the SQUADS menu in the in-game menu or spawn screen any time you want.

You can join a random squad while a multiplayer map is loading.

At the start of any match, while the map is loading, you're asked if you want to join a squad. Always choose yes. In this instance, you'll be automatically assigned a squad randomly. Chances are your new squadmates are complete strangers, so say hi and ask what kit they could use before spawning into the game.

If you prefer playing with friends, you can create a squad from your friend's list before even joining a game. Choose the Invite a Friend option from the multiplayer's Quickmatch menu and send invites to anyone on your friend's list who is online. You don't need four players to form a squad, so feel free to join a game once you have at least one friend on your side. However, if you have less than four players in your squad, the extra slots could be filled by strangers. When your squad is formed and ready for action, choose the Find a Game option to begin a match.Squads can also be formed once in a game, allowing you to team-up with friends during the middle of a match.

Squad Spawn



If you spawn on a squadmate who is prone, you'll enter the game prone as well.

One of the huge benefits of playing in a squad is the ability to spawn on any squadmate. The Spawn screen shows many spawning options, including your team's base and control points. If you don't want to spawn at one of those static locations, select the name of one of your squad members. As you select their name, a blue circle icon appears on the map and the camera view switches, showing exactly where they are. Before spawning on a squad member, make sure they're in a safe location. The last thing you want to do is spawn in the middle of an enemy kill zone.

You can also spawn on any squad member who is in a vehicle with unoccupied seats. New to Battlefield 3 are radio beacons, deployed by recon troops. You can place these almost anywhere on the map, where they serve as forward spawn points for your squad. This is a great way for attackers to maintain a presence close to an objective, especially in Rush matches. But don't let enemies see where your radio beacon is placed; otherwise they may camp nearby and pick off your squadmates as they enter the game. When possible, place Spawn Beacons inside buildings to give squad members a safe and instant entry into the match. If Spawn Beacons are placed outdoors, squad members will spawn in parachutes above the battlefield, making them vulnerable to incoming fire as they drift toward the ground.

Teamwork

Issuing and following squad orders is a simple way to boost your score.

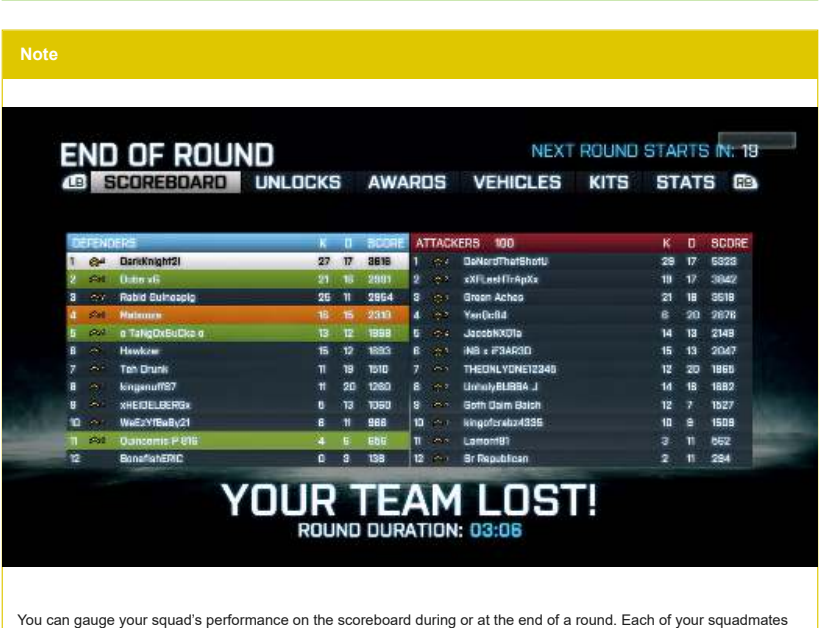
Once in the game, you can identify your squadmates by the green name tags above their heads accompanied by their kit icon. They also show up as green triangles on the minimap. Other teammates have blue name tags above their heads while enemies appear as red. Stay close to your squad so you can support one another. But don't cluster around each other too tightly or else all four of you can be eliminated by an explosive attack. Instead, try to stay within each others' line of sight. By simply communicating and working together, you can gain a huge advantage over your opponents, especially those who wander off by themselves.

In addition to talking to each other over your headsets, use the target-spotting system to tag enemies and issue attack/defend orders. Only the squad leader can issue orders, so watch for blinking boxes around objectives, such as M-COM stations and control points. If no order has been issued, ask your squad leader to place an order on an objective. Kills performed within close proximity of an objective marked with an attack/defend order results in Squad Attack Order (20 points) or Squad Defend Order (20 points) bonuses. So if you're the squad leader, don't forget to issue orders to help your squad's scores.

Tip

Squad member icons are always visible on the HUD, regardless of their location. If a squad member is behind you, their name/icon appears at the bottom of the HUD. Teammate names/icons are only visible when they're within your line of sight.

Note



You can gauge your squad's performance on the scoreboard during or at the end of a round. Each of your squadmates is highlighted by a green bar—your name is highlighted with an orange bar.

Multiplayer Tactics

Tactics is the combining of maneuvers and firepower to achieve an objective. We've already covered movement and weapons, so this section focuses on using the two together.

Plan Ahead

Before a round begins, take a few seconds to discuss tactics with your teammates. Any game plan is better than none.

There is an old saying that those who fail to plan, plan to fail. You need to come up with a plan before the bullets start flying. The best place to start is to look at your game mode's objectives, since those determine victory or defeat. While killing the enemy is always a goal, it is often a means to an end. Instead, focus on the objectives. Do you have to destroy a target, defend a position, or just get to a certain point on the map?

Once you know what you must do, look at the map and examine the terrain. Where are you located? Where is the objective? How will you get there? Are there any vehicles you can use? These are all questions you need to ask yourself. Once you have determined how to reach the target, you must then consider how to accomplish your orders. Will you need to get in close to plant an explosive charge on the target? If so, how will you secure the perimeter? Finally, you need to take into account your opposition. What does the enemy have, and where are they located? Usually you will not know that type of information until you get in close to the target and can see the enemy with your own eyes. Therefore, planning continues on the fly as you learn new information about enemy positions and actions.

Cover

If you can't find suitable cover nearby, drop prone in an attempt to avoid detection, and crawl to a piece of cover.

Combat is very dangerous. Bullets and other deadly projectiles fly through the air and can kill you outright if they make contact. The concept of cover is to place something solid between you and the enemy that will stop those projectiles and keep you safe. The multiplayer maps are filled with objects that you can use as cover—buildings, walls, trees, rocks, earthen mounds, and so on. Some types of cover will stop small-arms fire such as rifle bullets but not stop the heavier machine-gun fire. Walls of buildings will stop machine-gun fire but not rockets or tank rounds. Therefore, pick cover that will protect you from the current threat—objects constructed from wood or flimsy sheet metal won't stop a bullet.

Cover should become ingrained in your combat thinking. In addition to looking for enemies, you also need to be looking for cover. During a firefight, always stay behind cover. Leave cover only to move to another position with cover. If the cover is low, you may need to crouch down or drop prone to get behind it, standing only to fire over it. When moving from cover to cover, sprint to get there quicker.

While you want to stay behind cover, you also want to try to deny the benefit of cover to your enemies. Destroying their cover is a way to do that. Another way is to reduce the effect of their cover by moving to hit them from a direction for which they have no cover. This is called flanking. For example, if an enemy is taking cover behind a wall, move around to the side of the wall so that the wall is no longer between you and your target. Or, if you have an explosive weapon, you can simply blow a hole in the wall, taking your target out in the process.

Destructible Environments

Tanks are great for dishing out destruction. Use their cannons to blow holes in walls and other pieces of cover.

One of the awesome features in Battlefield 3 is that many of the structures and objects can be damaged or outright destroyed. This presents a large range of possibilities and opportunities that will affect the tactics you use. For example, if the enemy is holed up in a house and taking shots at you from the windows, you could try to throw a grenade through the window or rush into the house via the doorway and clear the threat out with close-range combat. However, with destruction as an option, you can launch a rocket at a wall of the structure and blow a hole in it; you just might kill an enemy who was on the other side. If the enemy survived, you can then use direct fire to kill him, since you destroyed the wall providing cover.

Often structures can funnel you into a kill zone the enemy has set up. But you can blast your way through walls or other objects and come at the enemies from different directions they might not expect. While this may seem to favor the attacker, the defender can also use this as an advantage. Destroy potential cover the attacker may use to approach your position. Call in mortar strikes on groves of trees or shoot out wooden fences to deny the enemy a place to hide. As a result, you can create your own kill zones of open land that the enemy must traverse—all the while under the fire of your weapons.

Some structures that take heavy damage can completely collapse, killing everyone inside. Target a building's exterior walls until you hear a series of creaking and moaning sounds, indicating an imminent collapse. This can be a fun (yet inefficient) way to take out a pesky sniper hiding in an attic or upper floor. Obviously, if you find yourself in a creaking and moaning building, get out fast!

Long-Range Combat

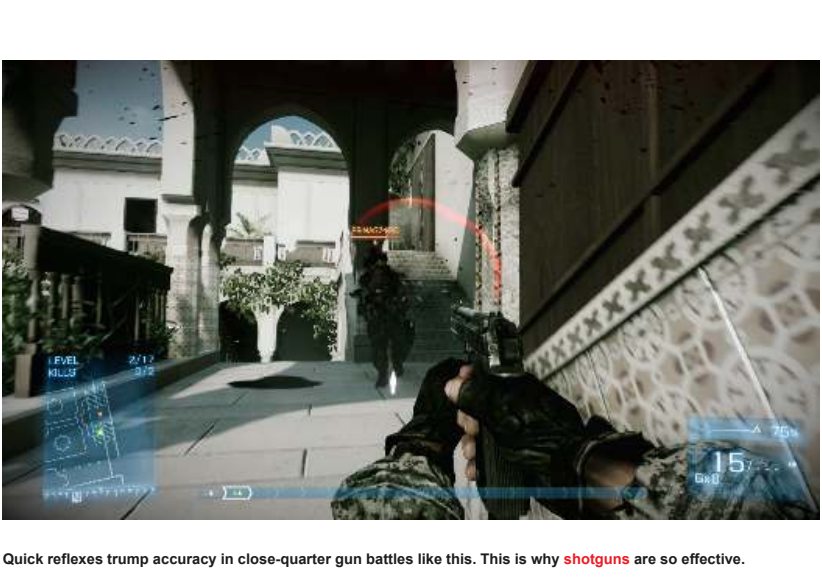
When sniping, try to focus your fire down narrow choke points like streets, alleys, and bridges.

If possible, it is best to try to attack the enemy at long range before they're even aware of your presence. While sniper rifles work great for this type of combat, you can even use assault rifles, light machine guns, or rocket launchers to hit targets at long range. The key to winning at long range is to take your time. Drop prone, stay still, and use iron sights or scopes to increase your magnification and accuracy. As always, make sure you have some good cover in case the enemy decides to shoot back—if you can see them, they can see you. Also remember to fire in short bursts to ensure that more of your bullets hit the target.

Caution

Whenever aiming through a high-magnifi cation scope, a distinct glint is produced by the scope's lens, potentially giving away your position. Avoid scanning the battlefi eld through your scope to maintain concealment.

Close-Quarter Combat



Quick reflexes trump accuracy in close-quarter gun battles like this. This is why shotguns are so effective.

This type of combat is the exact opposite of long-range combat. In close quarters, such as in a town or even within a building, you don't have a lot of time to aim before shooting. However, at such short ranges, accuracy is not really a factor. Instead, you need a weapon that puts out a lot of firepower with some spread so you are more likely to get a hit while moving. Shotguns and submachine guns are great for close-quarter combat.

Your minimap is also an important tool, especially if teammates have spotted targets. Since you can see where enemies are located, use this info to set up shots while strafing around corners. Your weapon will already be aimed at the target as it appears on the minimap, which saves you just enough time to have the advantage and make the kill rather than be killed. Don't forget to use grenades, which can be thrown around corners or over walls to hit enemies who think they are safe behind cover.

Have you just run out of ammo in the middle of a close-quarter duel? It's much faster to draw your pistol than to reload your main weapon. Or if your opponent is reloading, too, rush in for a melee kill.

Engaging Vehicles

If you don't have the firepower to kill a tank, don't draw its attention. Instead, seek cover and spot the tank for teammates capable of taking it out.

Attacking vehicles is dangerous—especially when you are an infantryman. However, modern soldiers have a lot of firepower they can use to disable and destroy vehicles. This role usually falls to the engineer, who carries antitank rocket launchers and mines. It takes only a single rocket to disable most light vehicles. However, tanks and IFVs require at least two rocket hits to disable, and even more to destroy. Always try to attack tanks from the rear, where their armor is the weakest. Rocket launchers are most effective, but grenade launchers can work in a pinch, too, assuming the vehicle is already heavily damaged. Of course, the best way to kill a tank is with another tank.

Even if you don't have those powerful weapons or gadgets, you can still damage light vehicles with small-arms fire. The gunners on the Growler ITV and VDV Buggy are completely exposed—shoot them and the vehicles lose their firepower. For those who are really daring, engineers can place mines in the path of moving vehicles. C4 (now carried by the support kit) is also very effective against vehicles, but you have to get very close to slap on a charge.

Tip

In addition to having weak side and rear armor, the top armor of tanks are also weak. When possible, try to target a tank's top armor to maximize damage. Javelins are ideal for scoring top-hits on tanks.

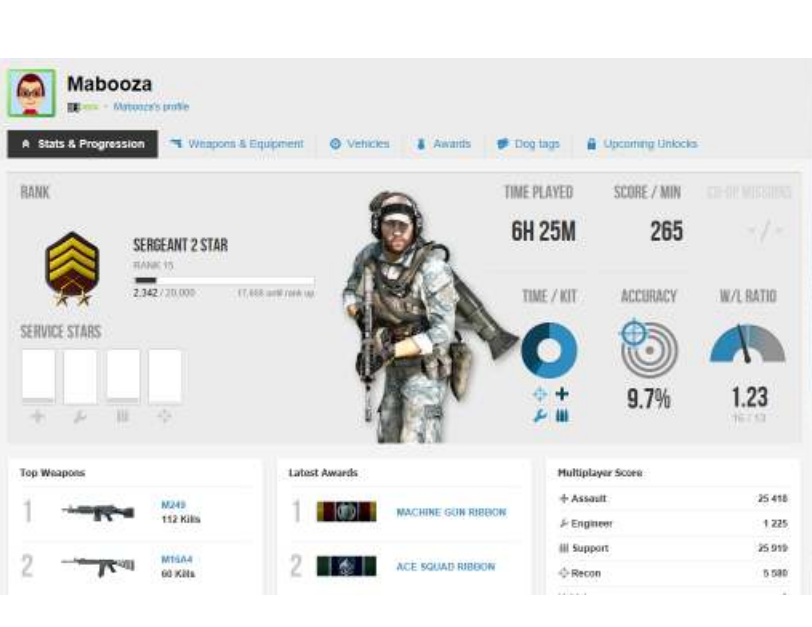
Persistence System

01
PRIVATE FIRST CLASS
ENEMY KILLED 100

A message appears at the screen's top each time you earn a new promotion.

Almost every action performed in a multiplayer match can earn you points. Points not only determine which players are listed at the top of the scoreboard after a round, but they also help you unlock new weapons, gadgets, and specializations and even help you achieve new ranks. So at the end of a round, check out your overall performance in the End of Round screens. These screens show your current rank and your progress toward achieving the next rank. It also has statistical breakdowns of your score, showing how many points were earned with each kit, your vehicles, and your awards. Speaking of awards, any dog tags, medals, or ribbons earned during the round are shown in the "Unlocks" and "Awards" sections. The Kits screen shows how much progress you've made toward unlocking new equipment for each kit. For complete information on the game's scoring system, reference the Battlefield Compendium. There you'll find scoring details for each possible action. Knowing exactly which actions earn you points may change the way you approach each battle.

Battlelog



Review your multiplayer stats, awards, and unlocks from the Battlelog website.

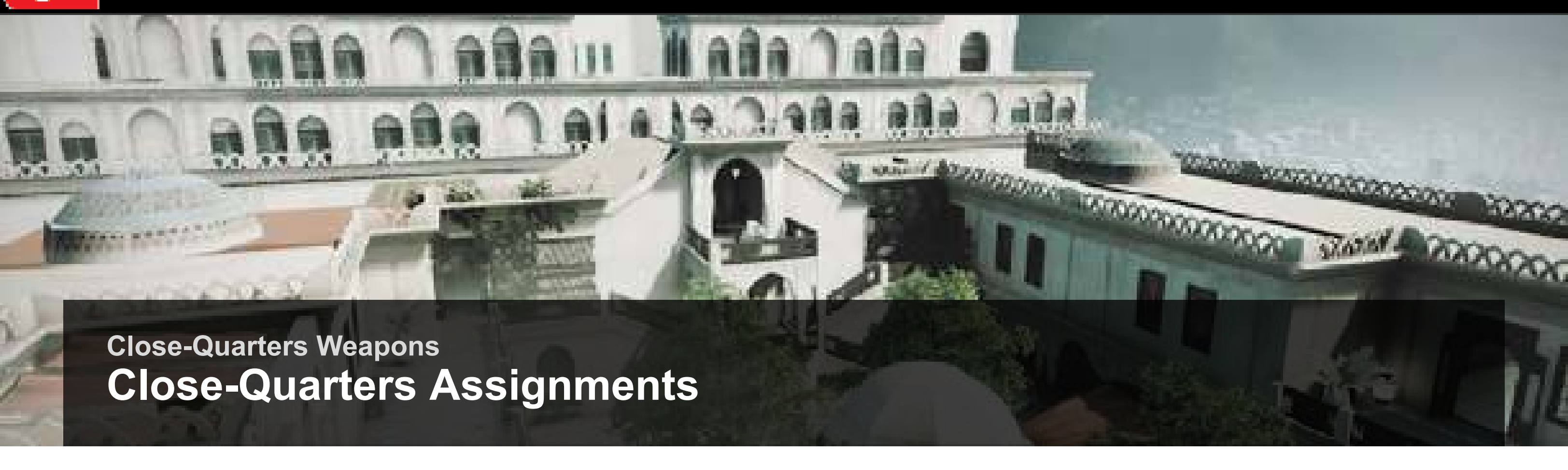
URL: battlelog.battlefield.com

The new Battlelog website allows you to keep tabs on everything happening in Battlefield 3, even when you're away from the game. Log in to the Battlelog using the e-mail address and password associated with your EA.com or Origin.com account. The Battlelog keeps track of every stat imaginable and offers social networking features, allowing you to see what your friends have been up to. By creating or joining a platoon, you can guarantee you always have a reliable group of friends to play with. PC players can even access a server browser and join games directly from the Battlelog.

Close-Quarters Weapons

Introduction

Like the Back to Karkand expansion pack, Close Quarters adds ten new weapons. But these weapons aren't available immediately. To unlock each new weapon, you must complete an assignment that requires you to fulfill a set of specific tasks. Upon the completion of an assignment, a new weapon is unlocked along with its associated dog tag. Like the weapons included with Battlefield 3, every primary weapon has its own unlock progression, allowing you to equip new accessories such as scopes and rail attachments. No two weapons are exactly the same, so get to know them and select ones that best reflect your style of play.



Close-Quarters Weapons

Close-Quarters Assignments

There are ten new assignments in all, corresponding with the ten new weapons. The assignments are broken up into two tiers. Before you can access a lower-tier assignment, you must first complete the assignment directly above it. Here's a quick rundown of the assignments, including the unlocks and criteria for each.

Shepherd

Unlocks

- AUG A3 assault rifle
- Set Us Up the Bomb assignment

Criteria

- 10 squad revives
- 30 assault rifle kills

Set Us Up the Bomb

Unlocks

- SCAR-L assault rifle

Criteria

- Complete Shepherd assignment
- 20 kills with underslung grenade launcher
- 15 kills with hand grenades

No Shortage

Unlocks

- L86A2 light machine gun
- Point-Blank assignment

Criteria

- 20 squad resupplies
- 20 kills with light machine guns

Point Blank

Unlocks

- LSAT light machine gun

Criteria

- Complete No Shortage assignment
- 10 kills with C4
- 10 knife takedowns

Done Fixing

Unlocks

- ACW-R carbine
- My Own Terminator assignment

Criteria

- 20 AT rocket kills
- 30 kills with carbines

My Own Terminator

Unlocks

- MTAR-21 carbine

Criteria

- Complete Done Fixing assignment
- Get a kill with EOD Bot
- 100 kills with carbines

Team Player

Unlocks

- M417 sniper rifle
- Bullet Point assignment

Criteria

- Get 10 T-UGS assists
- Capture 20 flags

Bullet Point

Unlocks

- JNG-90 sniper rifle

Criteria

- Complete Team Player assignment
- 50 kills with sniper rifles
- Win 3 Rounds of Conquest Domination

These Hurt Too

Unlocks

- SPAS-12 shotgun
- Hold the Trigger assignment

Criteria

- 20 kills with pistols
- 20 kills with shotguns

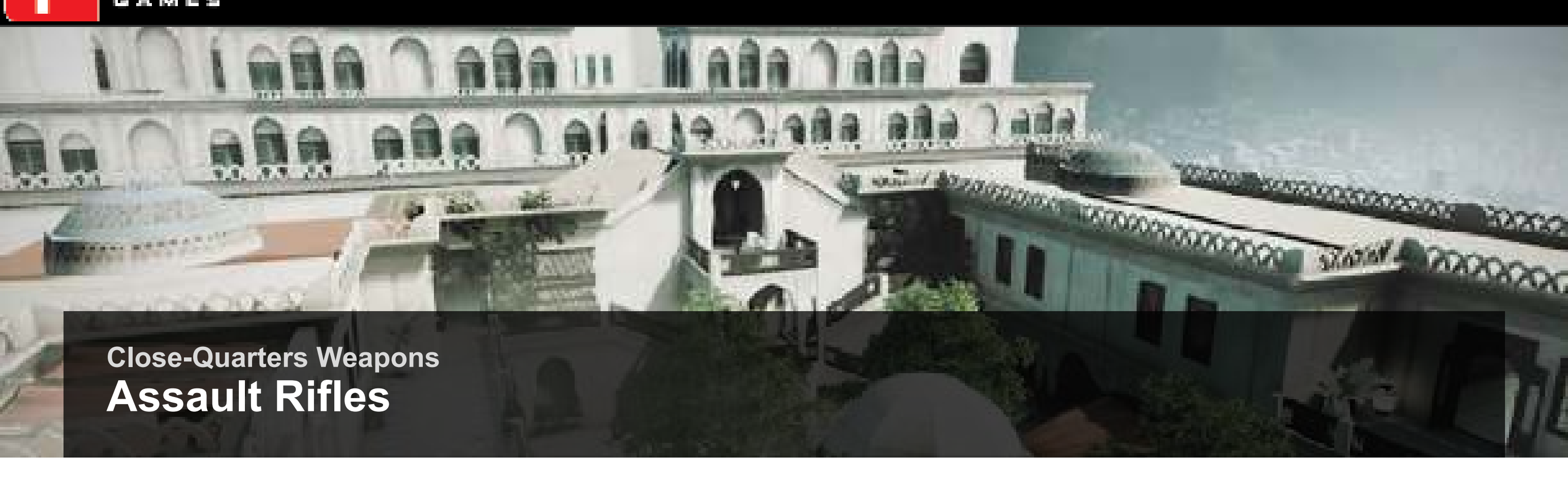
Hold the Trigger

Unlocks

- M5K PDW

Criteria

- Complete These Hurt Too assignment
- Finish Top 5 Gun Master
- 100 kills with PDWs



Close-Quarters Weapons

Assault Rifles

Assault rifles are the most versatile primary weapons available, useful in a variety of situations. All assault rifles can be equipped with a grenade launcher, offering even more firepower capable of knocking down walls and damaging light-skinned vehicles. An underslung shotgun attachment is also available. These rifles can only be accessed by the assault kit.

AUG A3

Ammo: 5.56 x 45 mm NATO

Rate of Fire: 700 rpm

Magazine Capacity: 30

Range: Long

Fire Modes:

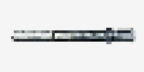
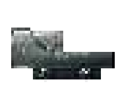
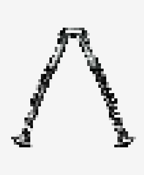
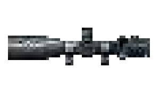
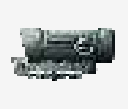
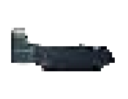
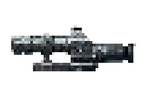
- Single-shot
- Automatic

Unlock: Shepherd assignment

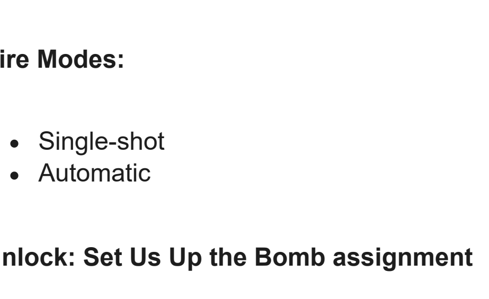
- 10 Squad Revives
- 30 Assault Rifle Kills

This 5.56 bullpup design was developed in the 1970s and features high modularity while being fully ambidextrous. Since its adoption as the standard rifle of the Austrian Army in 1977, it has seen great success as an export, with a high number of global users praising its ruggedness and excellent handling.

Unlock Progression

Image	Accessory	Slot	Kills
	ACOG (4x)	Optics	10
	Heavy Barrel	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Reflex (RDS)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Laser Sight	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	PSO-1 (4x)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-S (HOLO)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

SCAR-L



Ammo: 5.56 x 45 mm NATO

Rate of Fire: 620 rpm

Magazine Capacity: 30

Range: Long

Fire Modes:

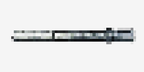
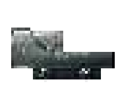
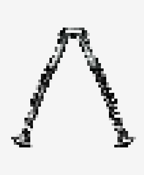
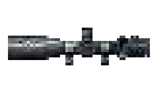
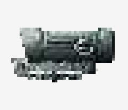
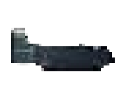
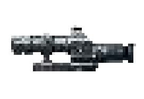
- Single-shot
- Automatic

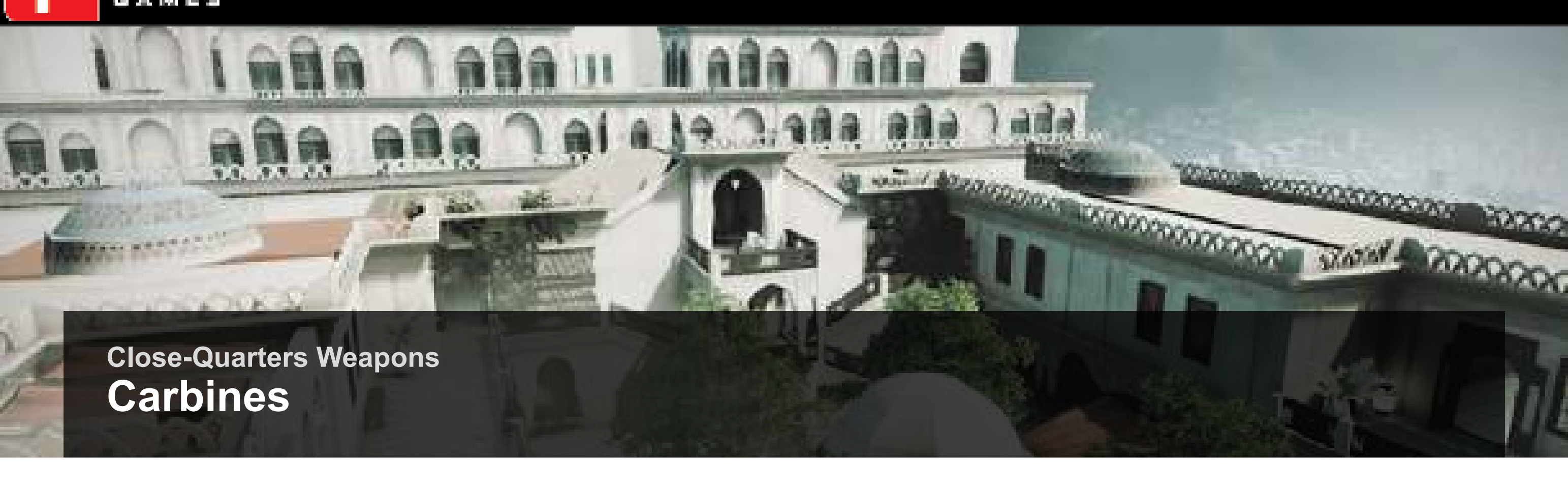
Unlock: Set Us Up the Bomb assignment

- Complete Shepherd assignment
- 20 Kills with underslung grenade launcher
- 15 kills with hand grenades

The SCAR rifle system's modularity allows for many different configurations. The Mk. 16 "SCAR-L" features a 14-inch barrel and a full 30-round magazine. Compared to its 20-round carbine counterpart, the heavier Mk. 17, the SCAR-L provides greater target acquisition at longer ranges due to the extended barrel length and more controlled fire due to manageable recoil.

Unlock Progression

Image	Accessory	Slot	Kills
	ACOG (4x)	Optics	10
	Heavy Barrel	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Reflex (RDS)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Laser Sight	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	PSO-1 (4x)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-S (HOLO)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350



Close-Quarters Weapons

Carbines

Carbines bridge the gap between assault rifles and submachine guns, ideal for a variety of combat situations. Their compact design makes them easy to maneuver in tight quarters. The shorter barrel length means less muzzle velocity, accuracy, and range than their assault rifle counterparts, but they still have the stopping power to take down opponents quickly. The carbines are only available to the engineer class.

ACW-R

Ammo: 5.56 x 45 mm NATO

Rate of Fire: 850 rpm

Magazine Capacity: 30

Range: Long

Fire Modes:

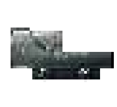
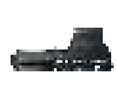
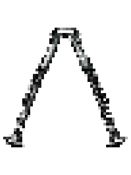
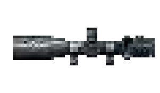
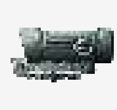
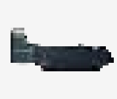
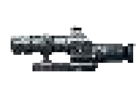
- Single-shot
- Automatic

Unlock: Done Fixing assignment

- 20 AT rocket kills
- 30 kills with carbines

This adaptive combat rifle features several recent rifle designs and acts as a lightweight, feature-heavy rifle platform. Using the modern, recoil-reducing “Grendel” round, as well as being built to endure rough weather conditions and capable of utilizing standard STANAG magazines, this rifle is equipped to fill many of the roles required by both military and law enforcement.

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Primary	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Suppressor	Secondary	60
	ACOG (4x)	Optics	70
	Heavy Barrel	Secondary	80
	Bipod	Primary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	KOBRA (RDS)	Optics	200
	PKA-S (HOLO)	Optics	235
	PSO-1 (4x)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

MTAR-21

Ammo: 5.56 x 45 mm NATO

Rate of Fire: 900 rpm

Magazine Capacity: 30

Range: Long

Fire Modes:

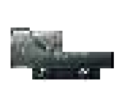
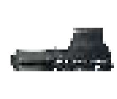
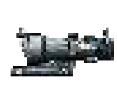
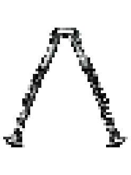
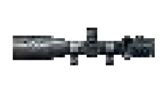
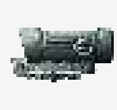
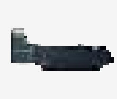
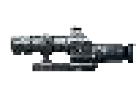
- Single-shot
- Automatic

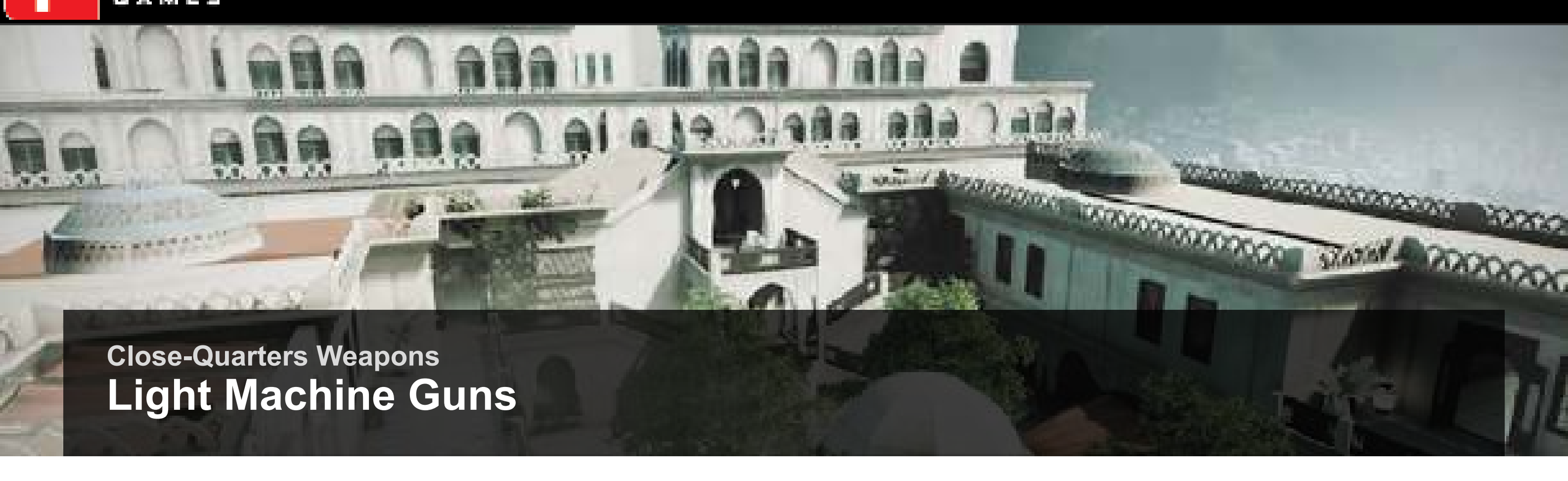
Unlock: My Own Terminator assignment

- Complete Done Fixing assignment
- Get a kill with EOD Bot
- 100 kills with carbines

This bullpup carbine is the ultracompact version of the Israeli army standard TAR-21 rifle. It features supreme ergonomics and handling due to its 590 mm (23.2 in) length and is intended for use in tighter environments where standard length rifles become cumbersome. As of 2009, it is destined to become the standard rifle of the IDF and is seeing success internationally as part of security and police forces.

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Primary	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Suppressor	Secondary	60
	ACOG (4x)	Optics	70
	Heavy Barrel	Secondary	80
	Bipod	Primary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	KOBRA (RDS)	Optics	200
	PKA-S (HOLO)	Optics	235
	PSO-1 (4x)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350



Close-Quarters Weapons

Light Machine Guns

When it comes to laying down high volumes of fire, few weapons are as effective as the light machine guns. Thanks to their large magazine capacities and high rates of fire, these hulking weapons can fire long bursts of automatic fire, sending your opponents diving for cover. This is the support kit's primary weapon, ideal for suppressing opponents. All light machine guns come equipped with a Bipod for greater stability while firing automatic bursts.

L86A2

Ammo: 5.56 x 45 mm NATO

Rate of Fire: 750 rpm

Magazine Capacity: 45

Range: Medium

Fire Modes:

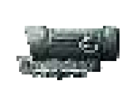
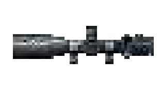
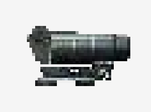
- Automatic

Unlock: No Shortage assignment

- 20 squad resupplies
- 20 kills with light machine guns

Designed to provide fire support to smaller groups of infantry, this British SA80 family rifle comes equipped with an extended barrel giving great effective range. While originally intended to act as a light machine gun, it has seen a shift toward marksman duties due to its great performance at longer distances. While it has limited sustained fire capabilities due to not being belt fed, the reliable accuracy makes it a great force multiplier for any squad.

Unlock Progression

Image	Accessory	Slot	Kills
	Holographic (HOLO)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Primary	30
	Tactical Light	Secondary	40
	M145 (3.4x)	Optics	50
	Flash Suppressor	Secondary	60
	Reflex (RDS)	Optics	70
	Suppressor	Secondary	80
	ACOG (4x)	Optics	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	PKA-S (HOLO)	Optics	150
	PKA-A (3.4x)	Optics	175
	KOBRA (RDS)	Optics	200
	PSO-1 (4x)	Optics	235
	PKS-07 (7x)	Optics	270
	Extended Mag	Secondary	300
	Heavy Barrel	Secondary	350

LSAT

Ammo: 5.56 x 45 mm NATO

Rate of Fire: 650 rpm

Magazine Capacity: 100

Range: Medium

Fire Modes:

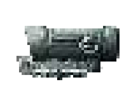
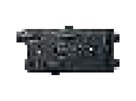
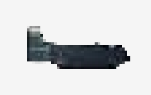
- Automatic

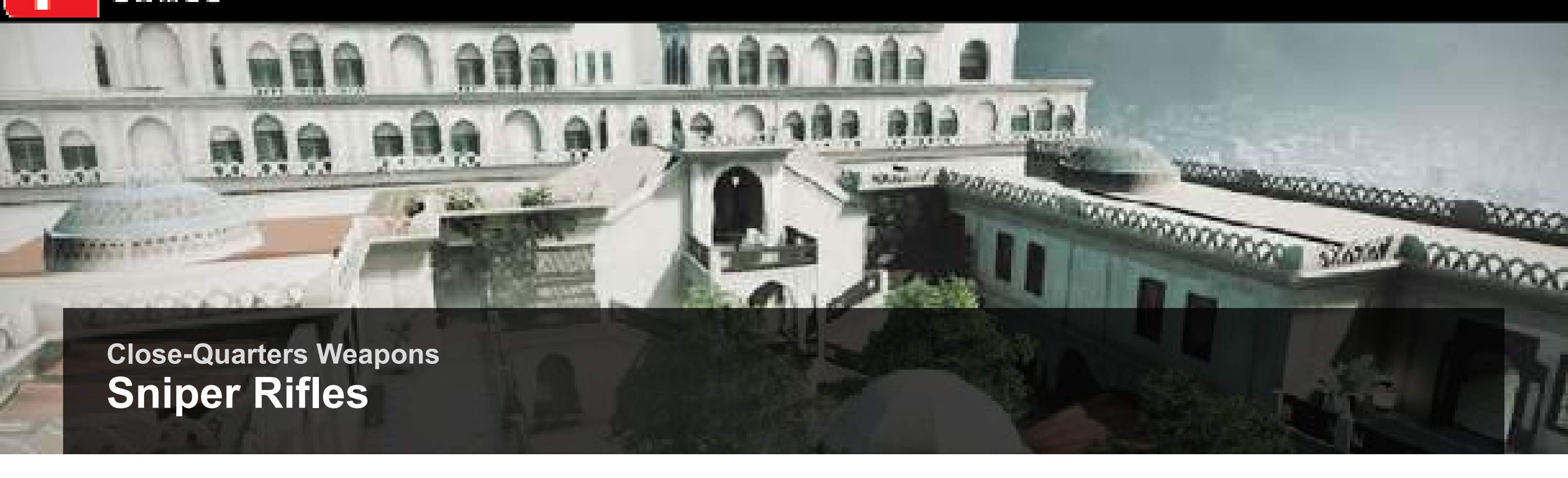
Unlock: Point Blank assignment

- Complete No Shortage assignment
- 10 kills with C4
- 10 knife takedowns

This U.S. JSSAP prototype is intended to significantly reduce the weight associated with small arms and their ammunition. Using a high-ignition temperature propellant, this prototype light machine gun features belt-fed caseless ammunition. Should the program be successful, this weapon system could become a great improvement over the heavier and more cumbersome squad automatic weapons currently in use.

Unlock Progression

Image	Accessory	Slot	Kills
	M145 (3.4x)	Optics	10
	Flash Suppressor	Secondary	20
	Extended Mag	Primary	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Foregrip	Primary	60
	Laser Sight	Secondary	70
	Reflex (RDS)	Optics	80
	Suppressor	Secondary	90
	IRNV (IR 1x)	Optics	100
	ACOG (4x)	Optics	125
	PKA-A (3.4x)	Optics	150
	PKA-S (HOLO)	Optics	175
	KOBRA (RDS)	Optics	200
	PSO-1 (4x)	Optics	235



Close-Quarters Weapons

Sniper Rifles

If you prefer engaging enemies at extreme distances, the sniper rifles are the choice for you. These are the most powerful and accurate weapons available, but they also require the most skill and patience to master. Sniper rifles are only available to the recon kit.

M417

Ammo: 7.62 x 51 mm NATO

Rate of Fire: Semi-Auto

Magazine Capacity: 20

Range: Very Long

Fire Modes:

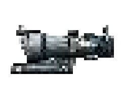
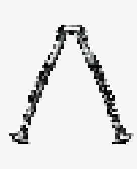
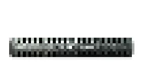
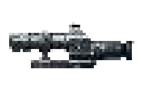
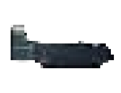
- Single-Shot

Unlock: Team Player assignment

- Get 10 T-UGS assists
- Capture 20 flags

This bigger brother of M416 features a heavier 16-inch barrel as well as an enlarged receiver capable of handling the heavy 7.62 round. The high precision and stopping power of this rifle make it ideal as a DMR, and it sees service in many armed forces worldwide.

Unlock Progression

Image	Accessory	Slot	Kills
	ACOG (4x)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Primary	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Bipod	Primary	60
	Suppressor	Secondary	70
	Ballistic (12x)	Optics	80
	Reflex (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	M145 (3.4x)	Optics	150
	PSO-1 (4x)	Optics	175
	PKA-S (HOLO)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-A (3.4x)	Optics	270

JNG-90

Ammo: 7.62 x 51 mm NATO

Rate of Fire: Bolt-Action

Magazine Capacity: 10

Range: Very Long

Fire Modes:

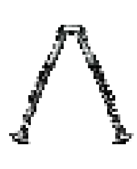
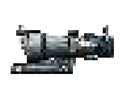
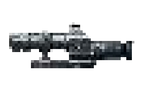
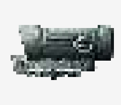
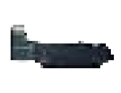
- Single-Shot

Unlock: Bullet Point assignment

- Complete Team Player assignment
- 50 kills with sniper rifles
- Win 3 Rounds of Conquest Domination

Easily identified by its massive muzzle break, the JNG-90 serves as the standard sniper rifle of the Turkish army. This modern rifle has integral rail systems and many other accessory options, making it adaptable to shifting situations. It provides the shooter great stopping power, as well as sub MOA accuracy.

Unlock Progression

Image	Accessory	Slot	Kills
	Ballistic (12x)	Optics	10
	Laser Sight	Secondary	20
	Bipod	Primary	30
	Tactical Light	Secondary	40
	ACOG (4x)	Optics	50
	Straight Pull Bolt	Primary	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Reflex (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	M145 (3.4x)	Optics	150
	PSO-1 (4x)	Optics	175
	PKA-S (HOLO)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-A (3.4x)	Optics	270

Close-Quarters Weapons

Personal Defense Weapons (PDWs)

These compact and lightweight weapons are best deployed in close quarters due to their short range. But what they lack in accuracy and damage output, they make up for in rate of fire. In Battlefield 3, the PDWs are available to all classes. So consider choosing one of these weapons when tasked with assaulting or defending a building interior or other confined space.

M5K

Ammo: 9 x 19 mm

Rate of Fire: 900 rpm

Magazine Capacity: 25

Range: Short

Fire Modes:

- Automatic

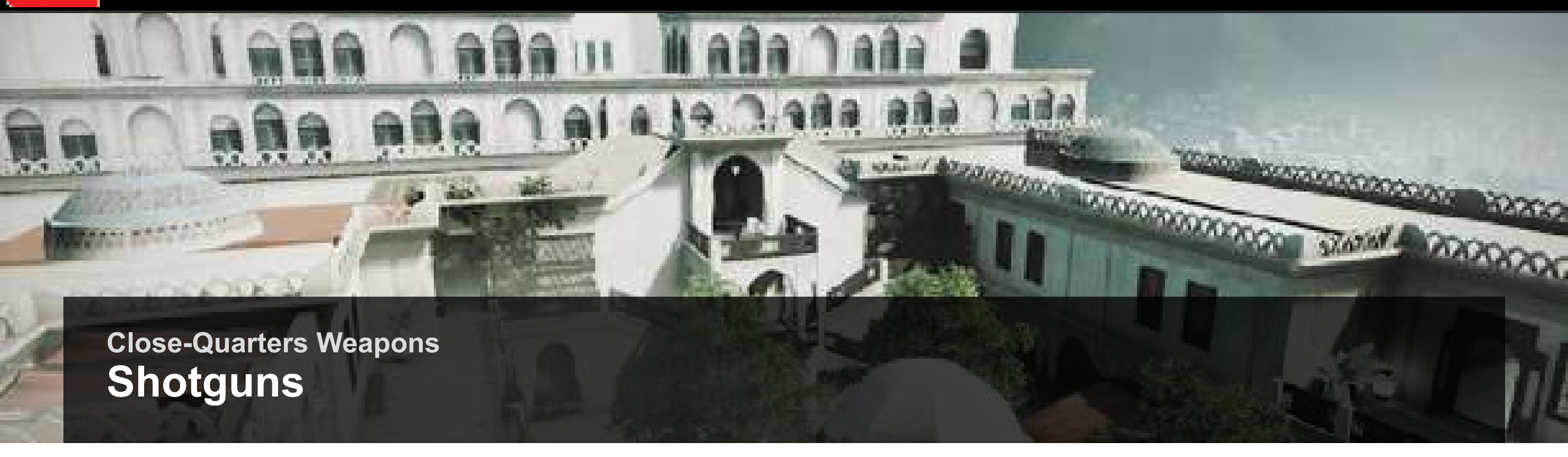
Unlock: Hold the Trigger assignment

- Complete These Hurt Too assignment
- Finish Top 5 Gun Master
- 100 kills with PDWs

A tactical machine pistol based on one of the world's most successful submachine gun designs. With the shoulder stock completely removed and the shortened receiver, this ultracompact personal defense weapon is capable of very high rates of fire, as well as great stopping power at close range.

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	Laser Sight	Secondary	20
	Suppressor	Secondary	30
	Holographic (HOLO)	Optics	40
	Tactical Light	Primary	50
	Extended Mag	Secondary	60
	M145 (3.4x)	Secondary	70
	ACOG (4x)	Optics	80
	KOBRA (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKA-S (HOLO)	Optics	125
	PKA-A (3.4x)	Optics	150



Close-Quarters Weapons

Shotguns

Nobody misses with a shotgun. Although these weapons lack the accuracy and finesse of the other weapons, their brutal power is a worthwhile trade-off. At close range, these weapons are unmatched, capable of killing with one shot. Like PDWs, shotguns are available to all classes.

SPAS-12

Ammo: 12 gauge

Rate of Fire: Pump-action

Magazine Capacity: 5

Range: Short

Fire Modes:

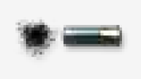
- Single-shot

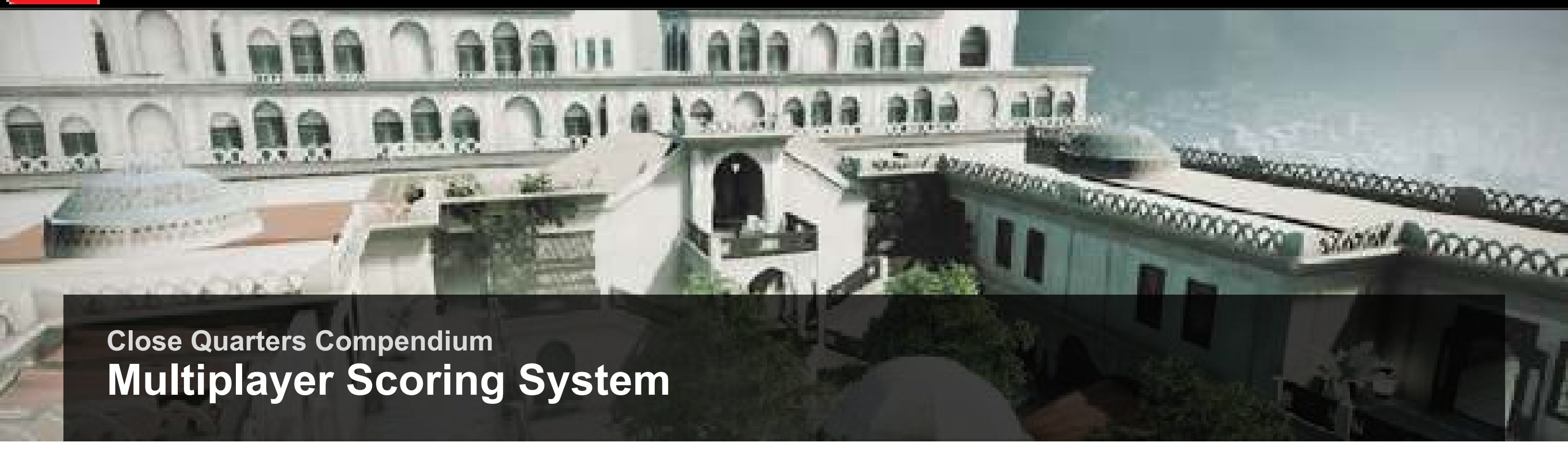
Unlock: These Hurt Too assignment

- 20 kills with pistols
- 20 kills with shotguns

This Italian-made iconic shotgun has seen great success since its introduction on the market during the 1980s. It's become popular worldwide thanks to its capacity to handle a great variety of shell types. Its unique magazine design further simplifies the use of varied ammunition, allowing the SPAS-12 to remain in high regard with police and military units worldwide.

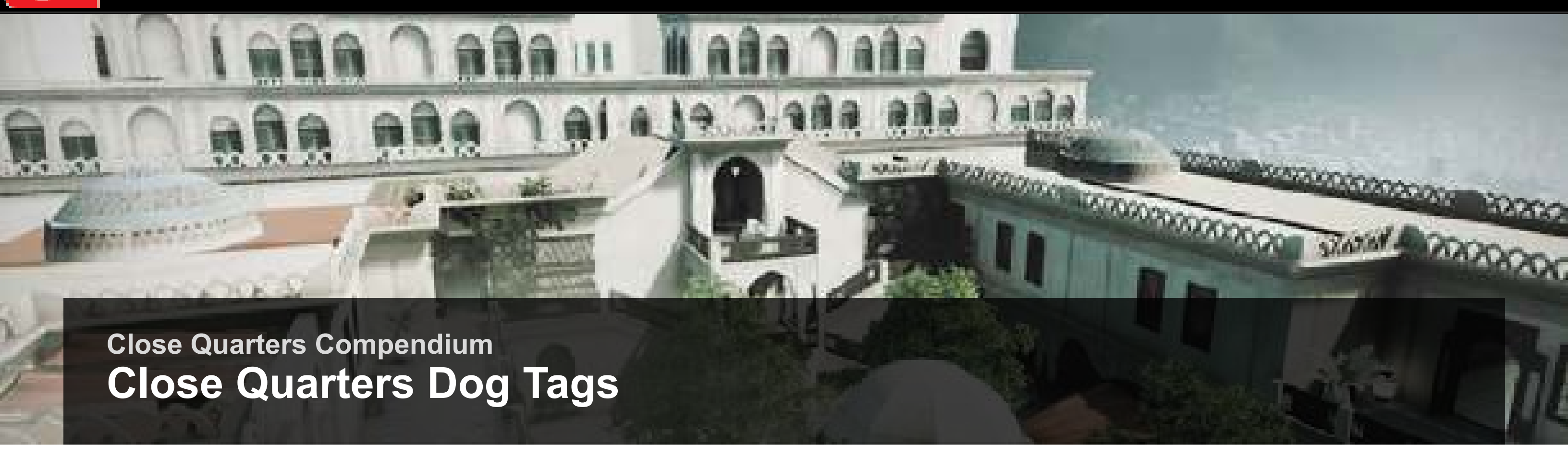
Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	12G Flechette	Secondary	20
	Extended Mag	Primary	30
	Holographic (HOLO)	Optics	40
	Tactical Light	Primary	50
	12G Frag	Secondary	60
	ACOG (4x)	Optics	70
	Laser Sight	Optics	80
	12G Slug	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Primary	175
	KOBRA (RDS)	Optics	200
	PKA-S (HOLO)	Optics	235
	PSO-1 (4x)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350



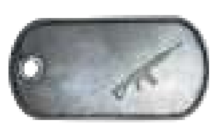
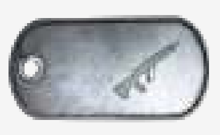
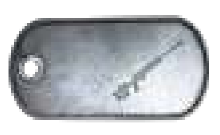
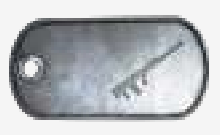
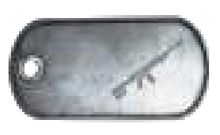
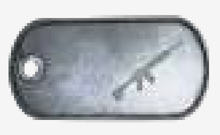
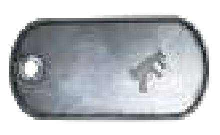
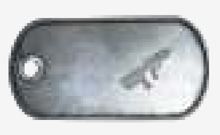
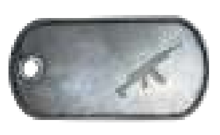
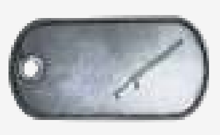
Multiplayer Scoring System

Action	Points	Description
Attack Order Followed	20	Have a squadmate follow the attack order.
Avenger Bonus	10	Kill an enemy within 3 seconds of him killing a friendly.
Comeback	TBD	Comeback from a streak of 5 or more consecutive deaths. Score is number of consecutive deaths x10.
Defend Order Followed	20	Have a squadmate follow the defend order.
Designated Target Hit	TBD	Score based on how much damage the locked missile does.
Destroyed Explosive	20	Destroy an enemy explosive (claymore, mine, or C4).
Dog Tag Savior	50	Rescue a teammate just as he is about to be stabbed.
Double Kill	40	Kill two enemies in 0.8 seconds of each other.
Driver Assist	10	Have a passenger in your vehicle kill an enemy.
Enemy Down	100	Kill an enemy.
Equipment Destroyed	20	Destroy a stationary weapon that is occupied by an enemy or equipment placed by an enemy. This includes EOD Bots, MAV, Mortar, Radio Beacon, SOFLAM and UGS.
Flag Capture Assist	50	Participate in a flag capture.
Flag Captured	250	Capture a flag.
Flag Defend	20	Kill someone while you or the victim is in the radius of a flag owned by your team.
Flag Neutralize Assist	150	Participate in a flag neutralize.
Flag Neutralized	200	Neutralize an enemy flag.
Headshot Bonus	10	Kill an enemy with a headshot.
Heal	10	Heal points awarded for every 20% health healed on a friendly.
Kill Assist	10-100	Do at least 10 points of damage to an enemy and have a teammate finish them off. Note that this caps out at 100, as healing can restore the enemies hit points.
Killstreak Stopped	TBD	Kill an enemy who has made 6 or more kills without dying. The score awarded is the number of kills in the enemies streak x10.
Marksman Bonus	100+	Score a headshot with a sniper rifle. Score is distance to the target.
M-COM Armed	100	Arm an M-COM station
M-COM Attack Kill	20	Kill an enemy who is disarming the crate.
M-COM Defense Kill	20	Kill an enemy who is arming the crate.
M-COM Destroyed	500	Destroy an M-COM station.
M-COM Disarmed	200	Disarm an M-COM station.
Motion Sensor Assist	20	Enemy was killed while in your MAV's motion sensor range.
Motion Sensor Assist	20	Enemy was killed while in your T-UGS motion sensor range.
Multiple Kill	100	Kill four or more enemies within 0.8 seconds of each other.
Nemesis Kill	TBD	Kill the same enemy 6 or more times. The score awarded is the number of kills x10.
Nemesis Payback	TBD	Kill your nemesis. The score awarded is the number of times your nemesis has killed you x10.
Repair	10	Repair vehicle points given for every 10% of damage repaired.
Repair	20	Repair vehicle points given for every 10% of damage repaired.
Resupply	10	Resupply a teammate.
Road Kill	10	Run over an enemy.
Savior Bonus	20	Kill an enemy within 2 seconds of him dealing 50%–99% of damage to a friendly.
Spot Bonus	10	Spot an enemy and have a teammate kill them.
Squad Attack Order	20	Attack an objective that the leader has designated.
Squad Defend Order	20	Defend an objective that the leader has designated.
Squad Driver Assist	20	Have a squadmate who is a passenger in your vehicle make a kill.
Squad Eliminated	10	Kill all members in a squad.
Squad Heal	20	Heal a squadmate.
Squad Passenger Assist	20	Have a squadmate who is driving your vehicle make a kill.
Squad Resupply	20	Resupply a squadmate.
Squad Revive	110	Revive a squadmate.
Squad Spawn on You	10	Have a squadmate spawn on you.
Suppression Assist	50	Suppress an enemy and have a teammate kill them.
Target Designated	10	Lock on to an enemy vehicle with the target designator.
Team Passenger Assist	10	Have the driver in your vehicle kill an enemy.
Team Revive	100	Revive a teammate.
Triple Kill	60	Kill three enemies within 0.8 seconds of each other.
Vehicle Destroy	50	Destroy a vehicle within 10 seconds of an enemy leaving it.
Vehicle Destroy Assist	10-100	Do at least 10 points of damage to an enemy vehicle and have a teammate destroy it. Points awarded are based on how much damage was done.
Vehicle Disabled	100	Disable a vehicle.

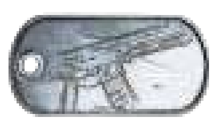
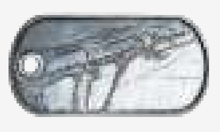
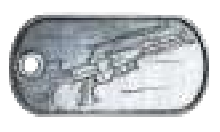
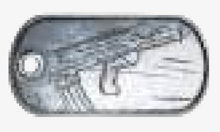
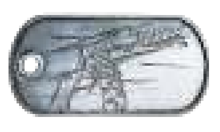
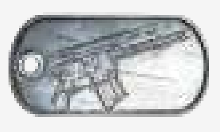
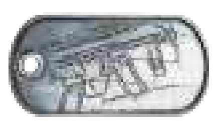
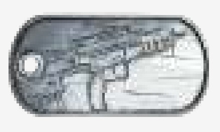
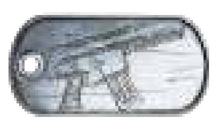
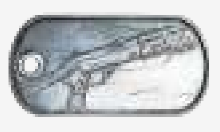
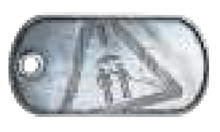
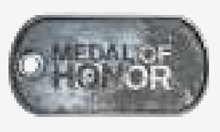
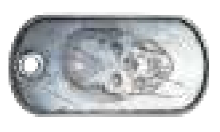
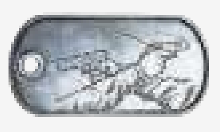
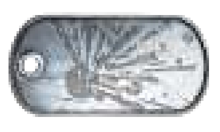


Close Quarters Dog Tags

Close Quarters Dog Tags (Left)

Dog Tag	Name	Criteria
	ACW-R Proficiency Dog Tag	Obtain ACW-R Service Star.
	AUG-A3 Proficiency Dog Tag	Obtain AUG-A3 Service Star.
	JNG-90 Proficiency Dog Tag	Obtain JNG-90 Service Star.
	L86A2 Proficiency Dog Tag	Obtain L86A2 Service Star.
	LSAT Proficiency Dog Tag	Obtain LSAT Service Star.
	M417 Proficiency Dog Tag	Obtain M417 Service Star.
	M5K Proficiency Dog Tag	Obtain M5K Service Star.
	M-TAR 21 Proficiency Dog Tag	Obtain M-TAR 21 Service Star.
	SCAR-L Proficiency Dog Tag	Obtain SCAR-L Service Star.
	SPAS-12 Proficiency Dog Tag	Obtain SPAS-12 Service Star.

Close Quarters Dog Tags (Right)

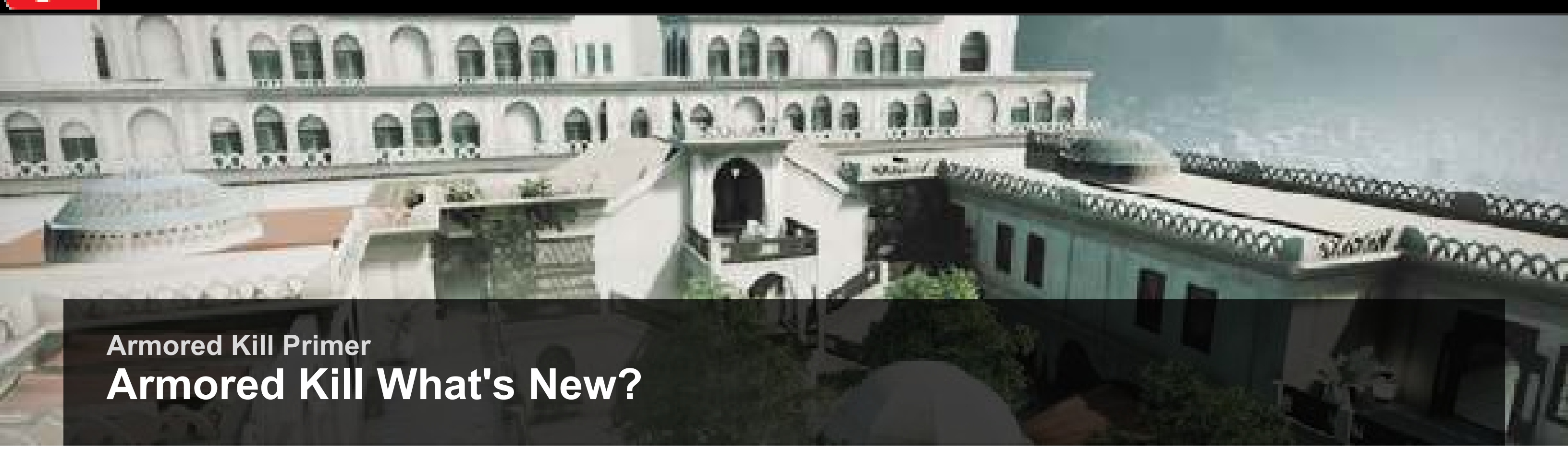
Dog Tag	Name	Criteria
	ACW-R Master Dog Tag	Obtain ACW-R Service Star 5.
	AUG-A3 Master Dog Tag	Obtain AUG-A3 Service Star 5.
	JNG-90 Master Dog Tag	Obtain JNG-90 Service Star 5.
	L86A2 Master Dog Tag	Obtain L86A2 Service Star 5.
	LSAT Master Dog Tag	Obtain LSAT Service Star 5.
	M417 Master Dog Tag	Obtain M417 Service Star 5.
	M5K Master Dog Tag	Obtain M5K Service Star 5.
	M-TAR 21 Master Dog Tag	Obtain M-TAR 21 Service Star 5.
	SCAR-L Master Dog Tag	Obtain SCAR-L Service Star 5.
	SPAS-12 Master Dog Tag	Obtain SPAS-12 Service Star 5.
	Danger Close	Featuring the Danger Close Studios logo.
	Medal of Honor	Reference to the MoH games.
	Visceral	Reference to Dead Space and Visceral Studios.
	Toe2Toe	Reference to fighting up close and personal.
	The Greatest Destroyer	Reference to HD Destruction and the final campaign mission.

Close Quarters Compendium

Close Quarters Achievements and Trophies

Achievements and Trophies

Image	Name	Description	Gamerscore	Trophy
	Dominator	Win a round of Conquest Domination.	20	Bronze
	Man of Caliber	Complete a round of Gun Master.	20	Bronze
	Grinding the Crack	Fall over the edge on Ziba Tower.	20	Bronze
	Deadly Tools	Without dying, get a kill with a carbine, pistol, and rocket launcher.	30	Silver
	Show of Force	Get 10 kills with all 10 Close Quarters weapons.	30	Silver



Armored Kill Primer

Armored Kill What's New?

What’s New?

The Battlefield 3: Armored Kill expansion pack emphasizes vehicle combat across vast and varied landscapes. Specifically, the focus is on tank battles, requiring players to brush up on their armor tactics. With the addition of four new maps, six new vehicles, and several new assignments, there’s plenty here to sink your teeth into. Here’s a quick summary of what you can expect from some of the new features.

New Maps

01-001 The four new maps are one of the most exciting additions to Armored Kill, each supporting six unique game modes, including the new Tank Superiority mode. These new maps are huge, harkening back to the massive tank battles on classic maps like El Alamein, Kubra Dam, and Dragon Valley. With so much terrain to cover, vehicles play a vital role when it come to moving your troops around the battlefield and securing objectives. You don’t want to be stuck on foot in the no-man’s land of these sprawling landscapes, so always look for a vehicle or hitch a ride from a teammate.

Tank Superiority Mode

01-002 The Tank Superiority game mode is a variant of Conquest, but there’s only one flag in the center of the map. In that sense, it plays much like the Air Superiority mode from Battlefield 1943. However, instead of racing around the map in airplanes, each team only has access to tanks and the new tank destroyers. Each team’s base spawns two tanks and six tank destroyers, putting a maximum of 16 vehicles on the map, all fighting for control of one flag. Spawn times for vehicles have been reduced to two seconds each, making sure there are plenty of armored vehicles to go around. As in Conquest, the team that controls the flag initiates a drain on the opposing team’s ticket count. But even when controlled, the flag does not act as a spawn point—you can only spawn at your team’s base. When one team’s ticket count reaches zero, the match is over and the team with the most tickets is declared the winner. While tank combat is the focus of Tank Superiority, players aren’t limited to driving around in vehicles. Each soldier class has access to the full range of weapons and gadgets supplied by their customized troop kit. In these battles engineers are the most practical class, given their ability to destroy and repair vehicles. However, recon soldiers can also make their presence felt by deploying SOFLAMs and laser-designating enemy vehicles for Javelins and other laser-guided munitions. MAVs can also come in handy for spotting enemy vehicles. Without the support of infantry, winning a round of Tank Superiority can be tough. So even if there are no vehicles available at your base, you can still play an important role in securing a victory when deploying with the appropriate gear.

Tank Destroyers

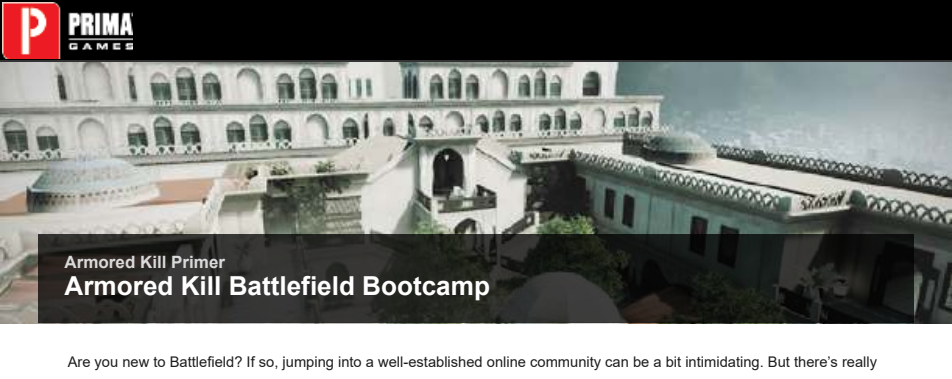
01-003 The new tank destroyers are essentially infantry fighting vehicles (IFVs) fitted with large tank cannons. Although faster and more maneuverable than tanks, the tank destroyers lack the thick armor of their bigger, badder counterparts. As a result, it’s important to keep a defensive mind-set when driving one of these vehicles, particularly when facing off against enemy tanks—always keep the tank destroyer’s thick front armor facing your target. In addition to dishing out some serious anti-tank firepower, tank destroyers can also serve as troop transports. Unlike the IFVs, in tank destroyers the passenger positions are not fitted with weapons. Still, hitching a ride in one of these armored vehicles is always preferable to hiking across a dangerous battlefield.

Mobile Artillery

01-004 The new M142 and BM-23 mobile artillery units launch volleys of high-explosive rockets over great distances, giving each team the ability to bombard targets from across the map. Each vehicle is capable of launching up to six rockets in quick succession. From the gunner position, use the ladder-like reticle to adjust your aim, moving the rocket tubes both vertically and horizontally. When making vertical adjustments, the higher the pitch of the rocket tubes, the farther the rockets will travel. The rockets are by no means precision weapons and greatly benefit from the assistance of a forward spotter, helping you adjust your aim. If your rockets are falling short of the target, increase the pitch of the rocket tubes. Likewise, if the rockets are overshooting the target, reduce the pitch of the rocket tubes. When fired at great distances, the rockets impact beyond your visual range. So if you don’t have the feedback of a forward spotter, you’re firing blind. After firing six rockets, the vehicle automatically begins the long reload process. During this time the vehicle is completely defenseless unless fitted with one of the unlockable weapon upgrades. At close range mobile artillery units are vulnerable to attacks by infantry, tanks, and aircraft. So keep these units back from the front lines where they’re less likely to be harassed by enemies.

Gunship

The gunship is a new gameplay concept introduced by Armored Kill, rewarding one team with a powerful airborne weapons platform. In Conquest matches there is one control point on each of the new maps that spawns a gunship. Once captured, the control point grants the controlling team access to the gunship. During Rush matches, the attacking US team always has access to a gunship. Unlike in other aircraft, there is no pilot position in the gunship. Instead, the aircraft orbits around the map on its own with two crew positions accessible from the Spawn screen. Each gunner position is equipped with a port-mounted cannon as well as a top-mounted anti-aircraft turret. The 25mm cannon is capable of rapid fire, spitting out up to 30 rounds of high-explosive rounds in quick succession before entering a short reload phase. The 105mm cannon is essentially a tank gun mounted on the side of the aircraft. This heavy weapon fires one armor-piercing shell at a time, capable of disabling most ground vehicles with a single hit. In addition to serving as an awesome ground-attack aircraft, the gunship is also a mobile spawn point, dropping troops over the battlefield along its circular flight path.

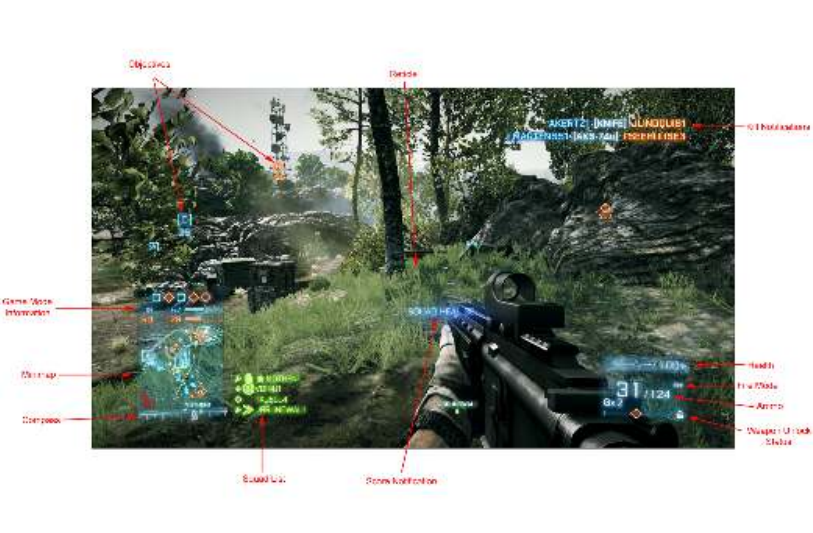


Armored Kill Primer

Armored Kill Battlefield Bootcamp

Are you new to Battlefield? If so, jumping into a well-established online community can be a bit intimidating. But there's really nothing to fear. Regardless of your experience or skill level, there is a role for everyone in Battlefield. In fact, this is one of the only online shooters where you can post a big score without even firing a single bullet. In this section, we cover basic gameplay mechanics and offer some helpful tips to assist you during your online career.

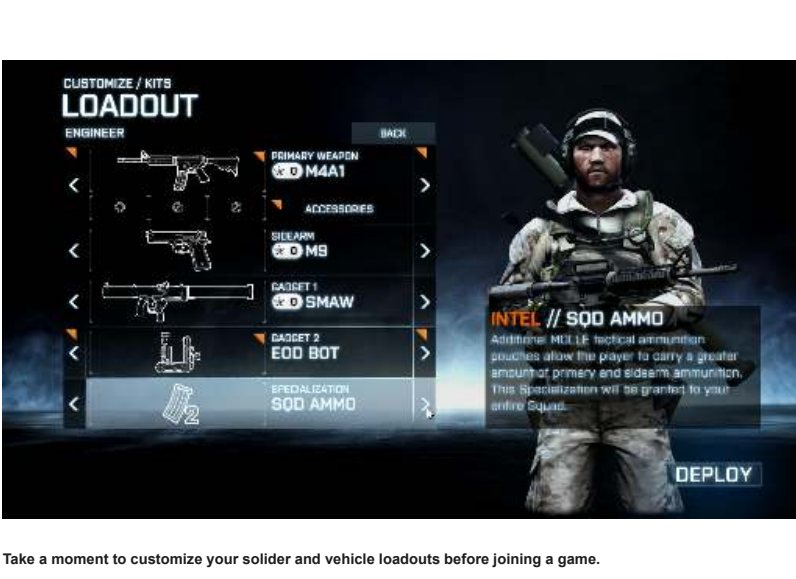
Interface



The heads-up display, or HUD, is the way that vital information is displayed on your screen. None of the items on your HUD are there for aesthetics. They are there to help you accomplish your objectives and keep you alive. Here's a brief explanation of every item on the HUD.

- **Reticle:** The reticle is the aiming point for your selected weapon and is always located in the center of the screen. To hit a target, place the reticle over it and fire. The reticle makes changes based on the weapon you're using. When firing at an enemy, watch for diagonal lines flashing around the perimeter of the reticle. This bloom animation means you are hitting the target. This is especially useful when making long-range shots.
- **Minimap:** Located in the screen's bottom left corner, the minimap provides a top-down, 360-degree view of the environment through which you are moving. The minimap rotates as you change direction so that the top of the minimap is always the direction you are currently facing. In addition to showing the terrain, the minimap also shows the location of all detected enemies as red triangles or red vehicle icons. Teammates show up as blue icons while squad members are green. Empty vehicles are represented by white icons.
- It is a good idea to constantly refer to the minimap to keep track of all detected enemies. Even if you can't see them visually, the minimap lets you know where they are located, whether behind a hill or inside a building. Finally, red and blue diamond icons show you the location of objectives—these same objective icons also appear on the HUD. The color of the ground on the minimap also has meaning. The red shaded terrain is out of bounds. If you move into this area, you have 10 seconds to get back on the map or else you will die.
- Compass: The compass is located just beneath the minimap and shows the direction you're currently facing.
- Game Mode Information: The icons and meters above the minimap relate to the current game mode. The diamond-shaped icons represent control points in Conquest mode and M-COM stations in Rush mode. The two meters below these icons track how many tickets each team has.
- Objectives: The square and diamond-shaped icons on the HUD represent objectives. Blue square icons are held by your team while red diamond icons are held by the opposing team. Beneath each of these icons is a number showing the distance to each objective in meters.
- Health: By default, your health is at 100 percent. But if you take damage, your health will drop. If it reaches 0, you die. You can slowly regenerate health by staying behind cover and avoiding injury. But the fastest way to heal is with a medic kit dropped by an assault player. Stand (or lay) close to a medic kit to rapidly restore your health.
- Ammo: The ammo count box in located in the screen's bottom right corner. Your ammo is represented by three numbers. The large number to the left indicates how many rounds you currently have loaded in the weapon's magazine. The small number to the right is the amount of ammo available in unloaded magazines. As you reload your weapon, the number on the right decreases as the number on the left increases up to the maximum amount the weapon's magazine can hold. The third number, below the ammo reserves, represents how many grenades you have.
- Fire Mode: This icon represents the selected fire mode of you weapon. Some weapons allow you to switch fire modes, choosing from single shot, automatic, and burst modes.
- Weapon Unlock Status: This status bar represents how close you are to the next unlock for the selected weapon. The more enemies you kill with a specific weapon, the more accessories you unlock.
- Kill Notifications: The text in the screen's top right corner reports recent deaths, showing who killed who and with what weapon or vehicle.
- Score Notification: Every time you earn points, text appears in the middle of the screen describing what action you're being rewarded for and how many points you gain.
- Squad List: Shown in green text on the right side of the minimap, the squad list shows every member of your squad as well as the kit and specialization they currently have equipped. The squad leader appears at the top of the list with a star icon next to their name.

Loadout Customization

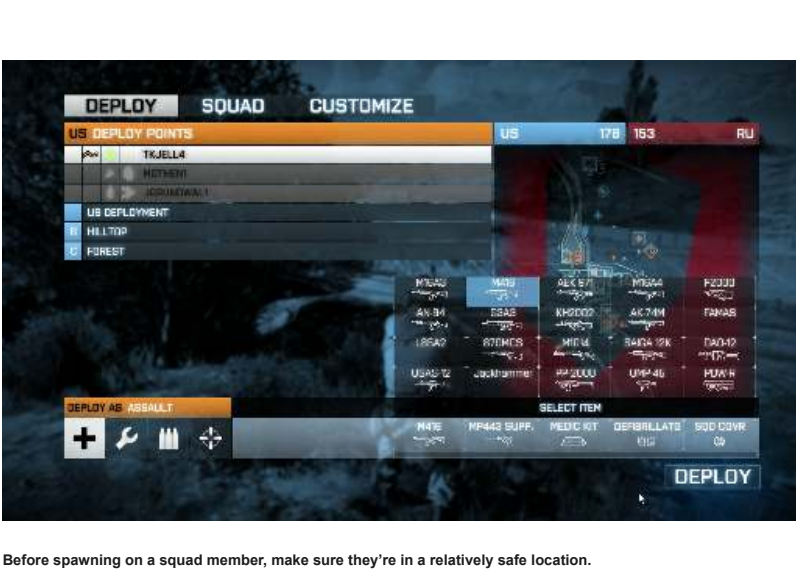


Additional MOLLE tactical ammunition pouches allow the player to carry a greater amount of primary and sidearm ammunition. This Specialization will be granted to your entire Squad.

Take a moment to customize your solider and vehicle loadouts before joining a game.

While veteran Battlefield players are accustomed to being rewarded with new weapons and gear as they progress through their multiplayer career, there has never been so many customization options available. Each class, weapon, and vehicle has its own unlock progression, allowing you to unlock a variety of upgrades, accessories, gadgets, and specializations. When choosing your soldier's loadout, you can choose a primary weapon, a sidearm, up to two gadgets, and a specialization. Taking customization deeper, each primary weapon can be outfitted with a scope and with primary and secondary attachments. You can even choose loadouts for vehicles, selecting from a mix of unlocked upgrades, gadgets, and weapons. The more you play, the more unlocks you acquire. So don't forget to visit the Loadout screen to make adjustments that best fit your play style and the current needs of your team.

Spawn Screen



Before spawning on a squad member, make sure they're in a relatively safe location.

When you first join a game, the Spawn screen is where it all begins. Before immediately jumping into the game, take a few seconds to choose your class and gear. It's possible to switch primary weapons from the Spawn screen, but if you want to make more adjustments to your kit, choose the Customize option. This opens a new screen, allowing you to select different sidearms, gadgets, and specializations. You can also customize your primary weapon with accessories you've unlocked.

Once you're finished adjusting your loadout, return to the Spawn screen and figure out where you want to join the fight. If you're in a squad, you can spawn on any living squad member. Or if a recon squad member has deployed a radio beacon, you can spawn at its location. Depending on the game mode, there are also bases, deployment areas, and control points at which you can spawn. New to Battlefield 3 are jets and helicopters. If one of these is available, you can spawn directly into the pilot's seat of these idle aircraft. U.S. troops can also spawn directly into the AAV-7A1 AMTRAC, an armored vehicle that serves as a mobile spawn point.

As you can see, the spawning options are numerous. In most instances you should spawn on or close to your squad so you can provide support. But if your squad is in a tense firefight, sometimes it's safest to spawn at a less dangerous location; otherwise you may get killed as soon as you spawn into the game.

Movement Fundamentals

Sprinting is essential at the beginning of a match as players race to capture and defend key locations.

Moving your soldier around the battlefield is simple, especially if you've played the earlier installments or other first-person shooters. When standing, your soldier jogs at a moderate pace, ideal for getting around areas where threats are minimal. While crouched, you move slower, and while prone your movement is literally reduced to a crawl. However, since you are lower, you make a smaller target for the enemy to hit, and you can more easily duck behind cover. When advancing against an enemy position, it is best to move while crouched or prone, as it is harder for the enemy to detect you. These lower stances also cause the reticle to tighten up, indicating an increase in weapon accuracy. So make a habit of dropping to a knee or down on your belly before firing a shot.

At times, it is better to move fast by sprinting. You can't use weapons or equipment while sprinting, but you are much more difficult for the enemy to hit. Sprint when you have to move from one position of cover to another in an open area. But never sprint in tight confined spaces where you're likely to face enemy troops. If you encounter an enemy at close range while sprinting, chances are you won't have time to stop and aim your weapon, giving the enemy a huge advantage.

Caution

Some maps feature deep bodies of water, allowing you to swim. Avoid swimming at all costs. While in the water, you can't access your weapons, making you a sitting duck.

Parachutes

If you bail out of a plane or helicopter, make sure you do so within the map's boundary.

Whether jumping out of a damaged aircraft of hopping off a tall building, you can avoid cratering into the ground by deploying your parachute. While in free fall, press the Jump button/key once to open your parachute. You can slightly steer the parachute with standard movement inputs. But don't expect to travel great distances in your parachute, as the descent is rapid. It's possible to fire your weapons during the descent, but your accuracy is greatly diminished. If you're descending directly over an enemy position, consider dropping grenades—just make sure they explode before you reach the ground. But the longer you're in the air, the more attention you're likely to attract. For this reason, free-fall as long as possible and open the parachute just before you reach the ground. This is a great way to sneak into enemy-held territory.

Combat

While moving about the battlefield is a major part of gameplay, the sole purpose of movement is to get into a position where you can use your weapons to engage and eliminate the enemy. You have access to different types of weapons. However, the controls for using these weapons are fairly common.

Spotting Targets

OBJECTIVE A ARMED!

Always spot a target before opening fire to alert your teammates of an enemy's presence.

Before you attack your first enemy, you must first learn how to spot them. When you have an enemy player or vehicle in your sight, press the Spot button/key to highlight it for your team. This places a red icon on the HUD and minimap, showing your entire team where the enemy unit is located. Enemy infantry show up as red triangle icons while vehicles are represented by red vehicle icons. Targets remain spotted for only about five seconds, but that's usually more than enough time for your team to notice the threat.

Also, once the icon disappears, you can spot the target again as long as you've maintained a line of sight. If a teammate kills the target you tagged, you earn a Spot Bonus worth 10 points. So consider playing as recon with a high-powered scope and simply spot enemy units for your team. Even if you don't fire a shot, you can still rack up a decent score.

Knife

Ouch! Turn around periodically to avoid getting knifed in the back.

The knife is a standard-issue weapon available to all players, regardless of their class or rank. When approaching an enemy from behind, you can kill them instantly by attacking with the knife. But if you attack an enemy head-on, it now takes at least two swipes with the knife to score a kill from the front—a new gameplay mechanic introduced in Battlefield 3. So if an enemy is looking in your direction, think twice before attempting a knife kill. Chances are they'll shoot you in the face before you can get within striking range. Instead, always look for opportunities to flank, sneaking up behind unsuspecting opponents and knifing them from behind. As in Battlefield 2142 and every installment since, scoring knife kills earns you the victim's dog tags, providing you with a permanent trophy. In addition to scoring stealthy kills, the knife is also great for slicing through chain-link fences and other obstacles.

Firearms

ENEMY KILLED 100

A subtle bloom animation appears at the center of the reticle, scope, or iron sight when your bullets strike your target.

As mentioned earlier, the reticle in the screen's center is your aiming point for using weapons. Most of the weapons you use are direct fire, meaning that the projectile you fire travels in a basically straight line from your weapon to the target. Using these weapons is simple. Place the reticle directly over the target and then press the Fire button. For semiautomatic or single-shot weapons such as pistols, shotguns, and sniper rifles, each time you press the Fire button/key, you fire a single round. However, for automatic weapons such as submachine guns, assault rifles, and light machine guns, they will continue to shoot as you hold down the Fire button/key until they run out of ammo.

Most weapons in Battlefield 3 have selectable fire modes, allowing you to choose from single-shot, burst, and automatic modes. So experiment with each weapon's fire modes in an effort to increase accuracy and reduce recoil. When firing automatic weapons, the longer the burst, the less accurate your fire. Therefore, to maintain greater accuracy and still put a lot of lead on-target, fire in short bursts. You are more likely to kill your target, especially at medium to long range, with a few accurate rounds rather than spraying an entire magazine over a wide area. If recoil is still a problem, consider switching to burst or single-shot mode.

Iron Sights and Scopes

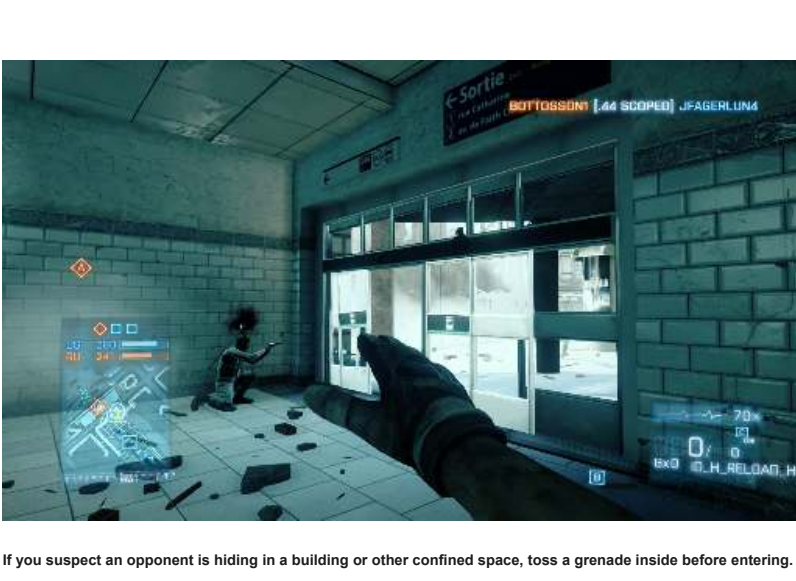
The reticle disappears when aiming through iron sights or a scope, but the bloom animation still appears when hitting a target.

When you fire a weapon using the reticle to aim, you are essentially firing from the hip, with the butt of your weapon in the crook of your arm. This is not very accurate and should only be used at close range. To increase your accuracy, press the Zoom button/key. This will bring up the iron sight view, where you are actually looking through the weapon's sight to aim. You bring the butt of the weapon up to your shoulder, giving you greater accuracy. If your weapon is equipped with a scope, the Zoom button/key will provide a view through the scope rather than the iron sight. Get in the habit of pressing the Zoom button to bring up your iron sight before firing. This is more accurate, and it provides a zoomed-in view of the target.

To further increase accuracy, crouch or drop prone and remain stationary while firing. When peering through high-powered scopes, there is noticeable sway, making it difficult to aim. You can temporarily reduce this sway by holding your breath (hold down the Sprint button/key). But this lasts for only a few seconds. You can completely eliminate scope sway by using a Bipod.

Gravity affects all firearms, causing bullets to drop over distance. When engaging targets at long range, compensate for gravity by aiming high.

Grenades



If you suspect an opponent is hiding in a building or other confined space, toss a grenade inside before entering.

Grenades require a bit more skill to use effectively since they are either thrown or launched. Unlike a bullet or rocket, which travels in a straight line, grenades travel in a parabolic arc due to their lower speed and gravity. In the case of a grenade launcher, the farther away you are from the target, the higher you need to aim. That is why the reticle for a grenade launcher has several horizontal lines for aiming points. For a short-range shot, use the top line. The farther away your target, use the lower lines. By using a lower aiming point, you are essentially aiming the weapon higher to lob the grenade toward the target.

Hand grenades work a bit differently. They are thrown rather than launched, and you don't get a separate reticle for aiming. Instead, use your weapon's reticle to best judge where you want to throw a grenade. One press of the Grenade button/key throws the grenade, shown as an orange flashing icon on the HUD. But hand grenades have limited range, so you may need to aim high to get them near your intended target—the farther your target, the higher you should aim your throw.

When using grenades, it is important to understand how they work. Rifle grenades fired from a launcher explode on impact. Hand grenades, in contrast, have a five-second fuse. As a result, you can bounce hand grenades around corners or roll them down inclines. Like your own grenades, enemy grenades show up as flashing orange icons on the HUD. So if you see one of these flashing icons nearby, sprint in the opposite direction before it explodes.

Suppression

If this is what your screen looks like, find cover fast!

The new suppression system will definitely make you think twice before exposing yourself to incoming fire. If rounds hit you or strike anywhere close by, you become suppressed. When you're suppressed, your vision is blurred and your weapon accuracy is greatly diminished. However, the effects of suppression pass quickly if you get out of the line of fire and seek cover. The new suppression mechanic can work in your favor too. Even if you don't have a clear shot at an opponent, open fire in an attempt to suppress them. Any class or weapon is capable of suppressing, but the support kit's light machine guns are most effective. These weapons' large magazine capacities allow you to lay down sustained heavy fire, ideal for keeping an opponent's head down. Each player has an invisible suppression radius around them. Simply landing rounds within this small radius suppresses the target. The new Suppression Assist score (50 points) is awarded if a teammate kills an opponent you've suppressed.

Vehicles

When driving a vehicle, consider slowing or stopping while your passengers are targeting enemies—you get points if they score a kill.

The maps in Battlefield 3 are massive. It can take a while to walk them on foot. Therefore, use vehicles to get around. There are several types of vehicles in the game, but they all are driven with similar controls. All vehicles have more than one seat. When you get into an empty vehicle, you are placed in the driver's seat by default. However, you can move to another position inside the vehicle with the press of a button/key, cycling through all seats. The driver has control of a vehicle's movement and, in the tanks and IFVs, the vehicle's turret-mounted main weapon. Most vehicles even have gunner and passenger positions, allowing teammates to man other vehicle-mounted weapons. So make sure all crew positions are filled before leaving a base or deployment area.

Jets

Feel the need for speed? Spawn directly into the pilot's seat of a waiting jet.

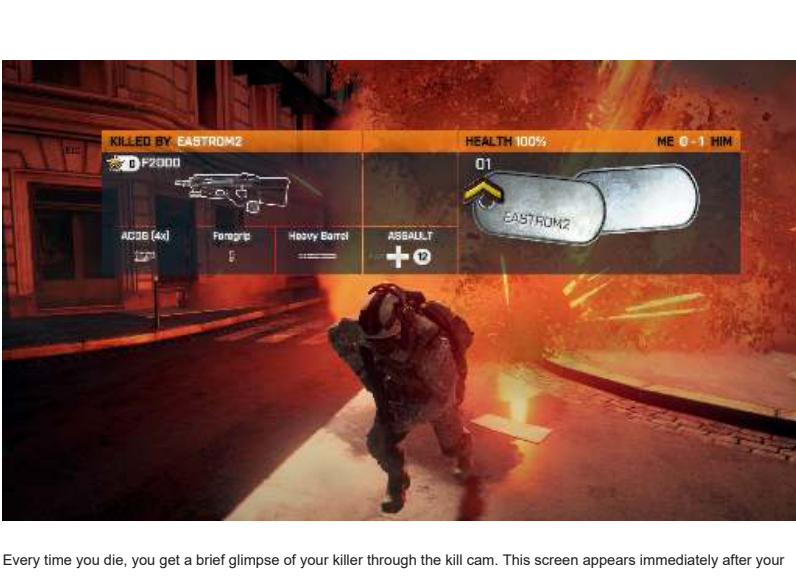
Jets aren't new to the Battlefield series. But they're back, adding a new layer of intensity to the conflict. Initially jets are equipped with only a cannon, useful for performing strafing runs and shooting down enemy aircraft. Like all the vehicles, jets have their own reward progression, allowing you to unlock more powerful air-to-air and air-to-ground weapons, including heat seekers, rocket pods, and guided missiles. So choose your weapons carefully based on the needs of your team. If they need help knocking out tanks, choose rocket pods or guided missiles. Or if your team is constantly harassed by enemy helicopters or jets, choose heat seekers to shoot down these threats. And veterans will be happy to know that all aircraft (jets and helicopters) have their own spawn points. So instead of lingering on a runway waiting for a jet to spawn, simply hold in the Spawn screen and spawn directly into the pilot's seat when a jet or helicopter is available.

Vehicle Damage

A single rocket hit will no longer destroy light vehicles like this Vodnik, but it may kill some of the occupants.

In Battlefield 3, vehicle damage has been completely overhauled. Now if vehicles take light damage, they slowly regenerate health on their own, assuming the vehicle stays out of danger and avoids taking damage for several seconds. However, if a vehicle takes heavy damage, it catches fire and becomes disabled. At this point, vehicle speed and mobility are greatly reduced, but the weapons still function—and the loss of speed and control is extremely dangerous when piloting a jet or chopper. While a vehicle is disabled, its health slowly declines until eventually it explodes. Only engineers can repair a disabled ground vehicle. Jets and helicopters in flight have the benefit of deploying the fire extinguisher upgrade to put out the flames and restore control. As a result of these changes, destroying vehicles outright is much more difficult, requiring you to disable a vehicle before it can be destroyed. Meanwhile, the crew of a disabled vehicle has a critical choice to make: Do they stay with the burning vehicle and try to score more kills, or do they bail out and attempt to find cover before their ride explodes?

Kill Cam

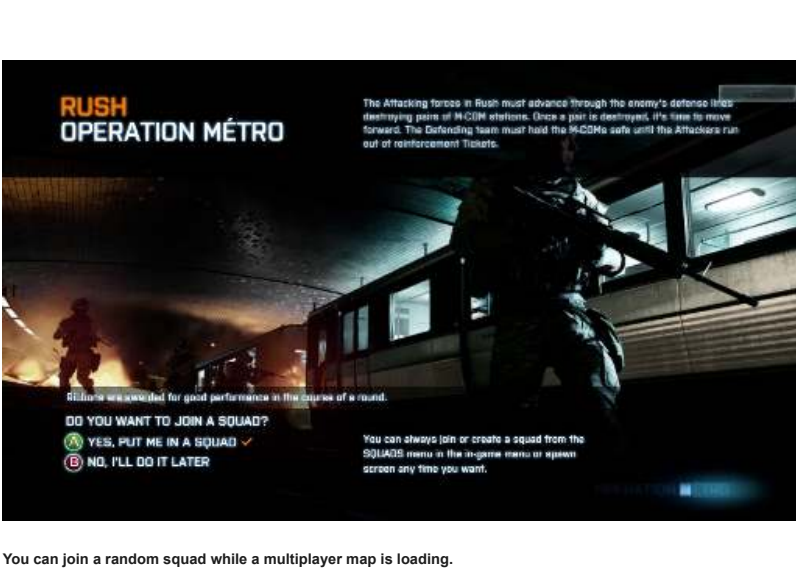


Every time you die, you get a brief glimpse of your killer through the kill cam. This screen appears immediately after your death, providing a brief shot of the player who killed you as well as their name, rank, health, kit, weapon, and specializations. It may seem like a frivolous feature, but the kill cam has larger implications for how the game is played. Snipers can no longer camp one spot and kill from an undisclosed location throughout the entire match. Through the kill cam, victims can see approximately where an enemy player is camping and enact revenge once they respawn. So make a habit of moving frequently, or else you're likely to face one of your angry victims sneaking up behind you with a knife.

Squad Play

If you've played past installments of Battlefield, you know the benefits of joining a squad. A squad is a four-player unit that can communicate with each other over headsets. Being able to talk to the other players in your squad allows you to discuss each situation and respond as a single unified fighting force. Beyond the obvious tactical advantages, being in a squad allows you to earn the squad bonus points, boosting your score and fast-tracking promotions. But if you're new to Battlefield and the squad system, let's take a look at how they work.

Joining a Squad



The Attacking forces in Rush must advance through the enemy's defense lines destroying pairs of M-COM stations. Once a pair is destroyed, it's time to move forward. The Defending team must hold the M-COMs safe until the Attackers run out of reinforcement Tickets.

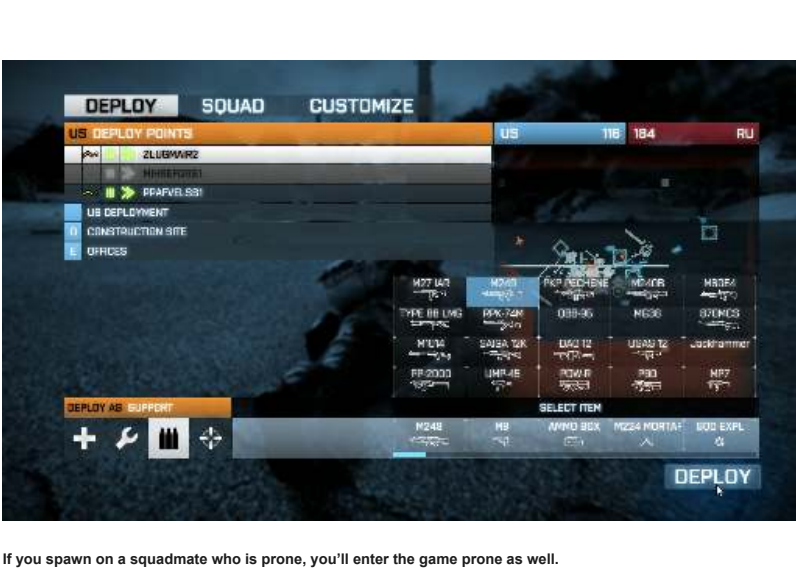
You can always join or create a squad from the SQUADS menu in the in-game menu or spawn screen any time you want.

You can join a random squad while a multiplayer map is loading.

At the start of any match, while the map is loading, you're asked if you want to join a squad. Always choose yes. In this instance, you'll be automatically assigned a squad randomly. Chances are your new squadmates are complete strangers, so say hi and ask what kit they could use before spawning into the game.

If you prefer playing with friends, you can create a squad from your friend's list before even joining a game. Choose the Invite a Friend option from the multiplayer's Quickmatch menu and send invites to anyone on your friend's list who is online. You don't need four players to form a squad, so feel free to join a game once you have at least one friend on your side. However, if you have less than four players in your squad, the extra slots could be filled by strangers. When your squad is formed and ready for action, choose the Find a Game option to begin a match.Squads can also be formed once in a game, allowing you to team-up with friends during the middle of a match.

Squad Spawn



If you spawn on a squadmate who is prone, you'll enter the game prone as well.

One of the huge benefits of playing in a squad is the ability to spawn on any squadmate. The Spawn screen shows many spawning options, including your team's base and control points. If you don't want to spawn at one of those static locations, select the name of one of your squad members. As you select their name, a blue circle icon appears on the map and the camera view switches, showing exactly where they are. Before spawning on a squad member, make sure they're in a safe location. The last thing you want to do is spawn in the middle of an enemy kill zone.

You can also spawn on any squad member who is in a vehicle with unoccupied seats. New to Battlefield 3 are radio beacons, deployed by recon troops. You can place these almost anywhere on the map, where they serve as forward spawn points for your squad. This is a great way for attackers to maintain a presence close to an objective, especially in Rush matches. But don't let enemies see where your radio beacon is placed; otherwise they may camp nearby and pick off your squadmates as they enter the game. When possible, place Spawn Beacons inside buildings to give squad members a safe and instant entry into the match. If Spawn Beacons are placed outdoors, squad members will spawn in parachutes above the battlefield, making them vulnerable to incoming fire as they drift toward the ground.

Teamwork

Issuing and following squad orders is a simple way to boost your score.

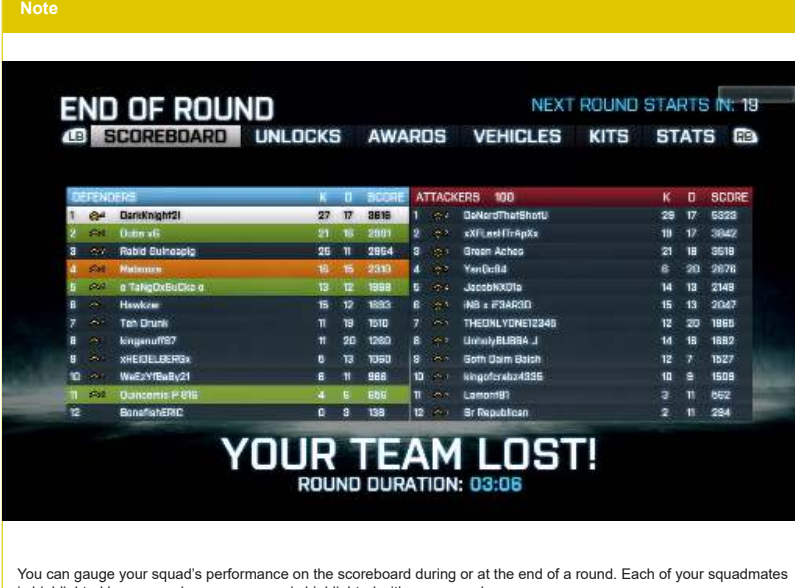
Once in the game, you can identify your squadmates by the green name tags above their heads accompanied by their kit icon. They also show up as green triangles on the minimap. Other teammates have blue name tags above their heads while enemies appear as red. Stay close to your squad so you can support one another. But don't cluster around each other too tightly or else all four of you can be eliminated by an explosive attack. Instead, try to stay within each others' line of sight. By simply communicating and working together, you can gain a huge advantage over your opponents, especially those who wander off by themselves.

In addition to talking to each other over your headsets, use the target-spotting system to tag enemies and issue attack/defend orders. Only the squad leader can issue orders, so watch for blinking boxes around objectives, such as M-COM stations and control points. If no order has been issued, ask your squad leader to place an order on an objective. Kills performed within close proximity of an objective marked with an attack/defend order results in Squad Attack Order (20 points) or Squad Defend Order (20 points) bonuses. So if you're the squad leader, don't forget to issue orders to help your squad's scores.

Tip

Squad member icons are always visible on the HUD, regardless of their location. If a squad member is behind you, their name/icon appears at the bottom of the HUD. Teammate names/icons are only visible when they're within your line of sight.

Note



You can gauge your squad's performance on the scoreboard during or at the end of a round. Each of your squadmates is highlighted by a green bar—your name is highlighted with an orange bar.

Multiplayer Tactics

Tactics is the combining of maneuvers and firepower to achieve an objective. We've already covered movement and weapons, so this section focuses on using the two together.

Plan Ahead

Before a round begins, take a few seconds to discuss tactics with your teammates. Any game plan is better than none.

There is an old saying that those who fail to plan, plan to fail. You need to come up with a plan before the bullets start flying. The best place to start is to look at your game mode's objectives, since those determine victory or defeat. While killing the enemy is always a goal, it is often a means to an end. Instead, focus on the objectives. Do you have to destroy a target, defend a position, or just get to a certain point on the map?

Once you know what you must do, look at the map and examine the terrain. Where are you located? Where is the objective? How will you get there? Are there any vehicles you can use? These are all questions you need to ask yourself. Once you have determined how to reach the target, you must then consider how to accomplish your orders. Will you need to get in close to plant an explosive charge on the target? If so, how will you secure the perimeter? Finally, you need to take into account your opposition. What does the enemy have, and where are they located? Usually you will not know that type of information until you get in close to the target and can see the enemy with your own eyes. Therefore, planning continues on the fly as you learn new information about enemy positions and actions.

Cover

If you can't find suitable cover nearby, drop prone in an attempt to avoid detection, and crawl to a piece of cover.

Combat is very dangerous. Bullets and other deadly projectiles fly through the air and can kill you outright if they make contact. The concept of cover is to place something solid between you and the enemy that will stop those projectiles and keep you safe. The multiplayer maps are filled with objects that you can use as cover—buildings, walls, trees, rocks, earthen mounds, and so on. Some types of cover will stop small-arms fire such as rifle bullets but not stop the heavier machine-gun fire. Walls of buildings will stop machine-gun fire but not rockets or tank rounds. Therefore, pick cover that will protect you from the current threat—objects constructed from wood or flimsy sheet metal won't stop a bullet.

Cover should become ingrained in your combat thinking. In addition to looking for enemies, you also need to be looking for cover. During a firefight, always stay behind cover. Leave cover only to move to another position with cover. If the cover is low, you may need to crouch down or drop prone to get behind it, standing only to fire over it. When moving from cover to cover, sprint to get there quicker.

While you want to stay behind cover, you also want to try to deny the benefit of cover to your enemies. Destroying their cover is a way to do that. Another way is to reduce the effect of their cover by moving to hit them from a direction for which they have no cover. This is called flanking. For example, if an enemy is taking cover behind a wall, move around to the side of the wall so that the wall is no longer between you and your target. Or, if you have an explosive weapon, you can simply blow a hole in the wall, taking your target out in the process.

Destructible Environments

WARN
KILL ASSIST 39

Tanks are great for dishing out destruction. Use their cannons to blow holes in walls and other pieces of cover.

One of the awesome features in Battlefield 3 is that many of the structures and objects can be damaged or outright destroyed. This presents a large range of possibilities and opportunities that will affect the tactics you use. For example, if the enemy is holed up in a house and taking shots at you from the windows, you could try to throw a grenade through the window or rush into the house via the doorway and clear the threat out with close-range combat. However, with destruction as an option, you can launch a rocket at a wall of the structure and blow a hole in it; you just might kill an enemy who was on the other side. If the enemy survived, you can then use direct fire to kill him, since you destroyed the wall providing cover.

Often structures can funnel you into a kill zone the enemy has set up. But you can blast your way through walls or other objects and come at the enemies from different directions they might not expect. While this may seem to favor the attacker, the defender can also use this as an advantage. Destroy potential cover the attacker may use to approach your position. Call in mortar strikes on groves of trees or shoot out wooden fences to deny the enemy a place to hide. As a result, you can create your own kill zones of open land that the enemy must traverse—all the while under the fire of your weapons.

Some structures that take heavy damage can completely collapse, killing everyone inside. Target a building's exterior walls until you hear a series of creaking and moaning sounds, indicating an imminent collapse. This can be a fun (yet inefficient) way to take out a pesky sniper hiding in an attic or upper floor. Obviously, if you find yourself in a creaking and moaning building, get out fast!

Long-Range Combat

When sniping, try to focus your fire down narrow choke points like streets, alleys, and bridges.

If possible, it is best to try to attack the enemy at long range before they're even aware of your presence. While sniper rifles work great for this type of combat, you can even use assault rifles, light machine guns, or rocket launchers to hit targets at long range. The key to winning at long range is to take your time. Drop prone, stay still, and use iron sights or scopes to increase your magnification and accuracy. As always, make sure you have some good cover in case the enemy decides to shoot back—if you can see them, they can see you. Also remember to fire in short bursts to ensure that more of your bullets hit the target.

Caution

Whenever aiming through a high-magnifi cation scope, a distinct glint is produced by the scope's lens, potentially giving away your position. Avoid scanning the battlefi eld through your scope to maintain concealment.

Close-Quarter Combat

Quick reflexes trump accuracy in close-quarter gun battles like this. This is why shotguns are so effective.

This type of combat is the exact opposite of long-range combat. In close quarters, such as in a town or even within a building, you don't have a lot of time to aim before shooting. However, at such short ranges, accuracy is not really a factor. Instead, you need a weapon that puts out a lot of firepower with some spread so you are more likely to get a hit while moving. Shotguns and submachine guns are great for close-quarter combat.

Your minimap is also an important tool, especially if teammates have spotted targets. Since you can see where enemies are located, use this info to set up shots while strafing around corners. Your weapon will already be aimed at the target as it appears on the minimap, which saves you just enough time to have the advantage and make the kill rather than be killed. Don't forget to use grenades, which can be thrown around corners or over walls to hit enemies who think they are safe behind cover.

Have you just run out of ammo in the middle of a close-quarter duel? It's much faster to draw your pistol than to reload your main weapon. Or if your opponent is reloading, too, rush in for a melee kill.

Engaging Vehicles

If you don't have the firepower to kill a tank, don't draw its attention. Instead, seek cover and spot the tank for teammates capable of taking it out.

Attacking vehicles is dangerous—especially when you are an infantryman. However, modern soldiers have a lot of firepower they can use to disable and destroy vehicles. This role usually falls to the engineer, who carries antitank rocket launchers and mines. It takes only a single rocket to disable most light vehicles. However, tanks and IFVs require at least two rocket hits to disable, and even more to destroy. Always try to attack tanks from the rear, where their armor is the weakest. Rocket launchers are most effective, but grenade launchers can work in a pinch, too, assuming the vehicle is already heavily damaged. Of course, the best way to kill a tank is with another tank.

Even if you don't have those powerful weapons or gadgets, you can still damage light vehicles with small-arms fire. The gunners on the Growler ITV and VDV Buggy are completely exposed—shoot them and the vehicles lose their firepower. For those who are really daring, engineers can place mines in the path of moving vehicles. C4 (now carried by the support kit) is also very effective against vehicles, but you have to get very close to slap on a charge.

Tip

In addition to having weak side and rear armor, the top armor of tanks are also weak. When possible, try to target a tank's top armor to maximize damage. Javelins are ideal for scoring top-hits on tanks.

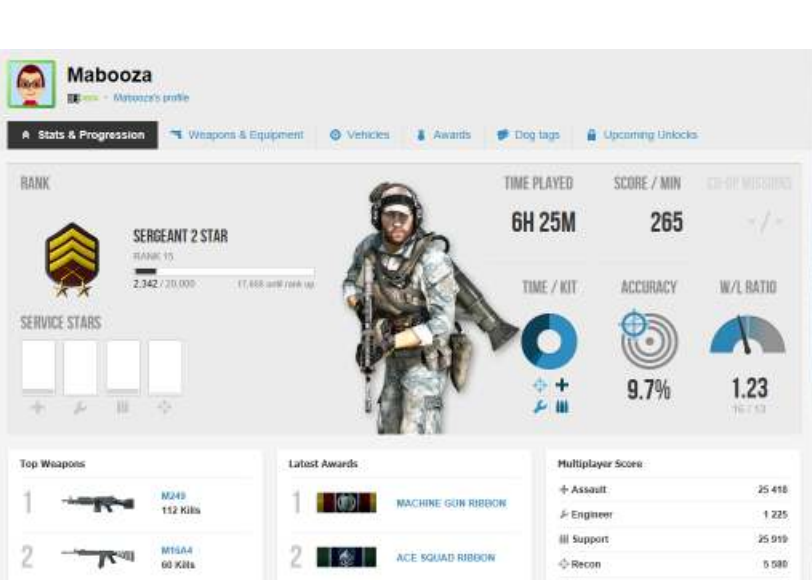
Persistence System

01
PRIVATE FIRST CLASS
ENEMY KILLED 100

A message appears at the screen's top each time you earn a new promotion.

Almost every action performed in a multiplayer match can earn you points. Points not only determine which players are listed at the top of the scoreboard after a round, but they also help you unlock new weapons, gadgets, and specializations and even help you achieve new ranks. So at the end of a round, check out your overall performance in the End of Round screens. These screens show your current rank and your progress toward achieving the next rank. It also has statistical breakdowns of your score, showing how many points were earned with each kit, your vehicles, and your awards. Speaking of awards, any dog tags, medals, or ribbons earned during the round are shown in the "Unlocks" and "Awards" sections. The Kits screen shows how much progress you've made toward unlocking new equipment for each kit. For complete information on the game's scoring system, reference the Battlefield Compendium. There you'll find scoring details for each possible action. Knowing exactly which actions earn you points may change the way you approach each battle.

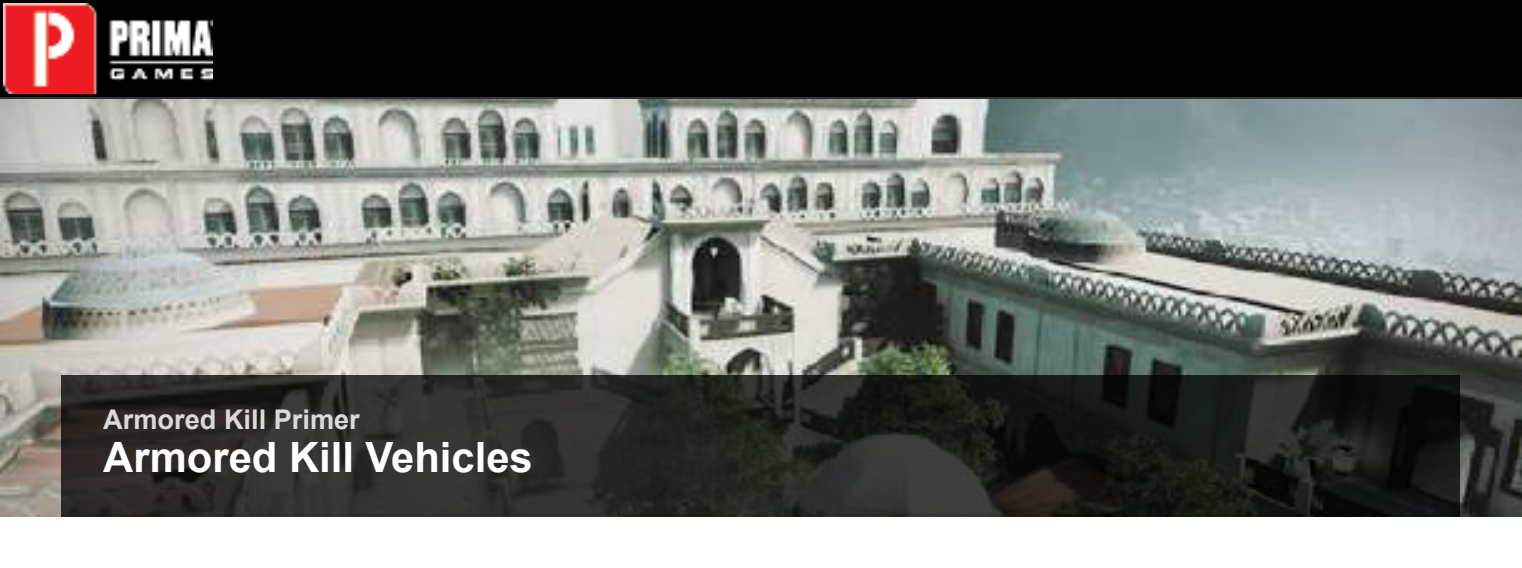
Battlelog



Review your multiplayer stats, awards, and unlocks from the Battlelog website.

URL: battlelog.battlefield.com

The new Battlelog website allows you to keep tabs on everything happening in Battlefield 3, even when you're away from the game. Log in to the Battlelog using the e-mail address and password associated with your EA.com or Origin.com account. The Battlelog keeps track of every stat imaginable and offers social networking features, allowing you to see what your friends have been up to. By creating or joining a platoon, you can guarantee you always have a reliable group of friends to play with. PC players can even access a server browser and join games directly from the Battlelog.



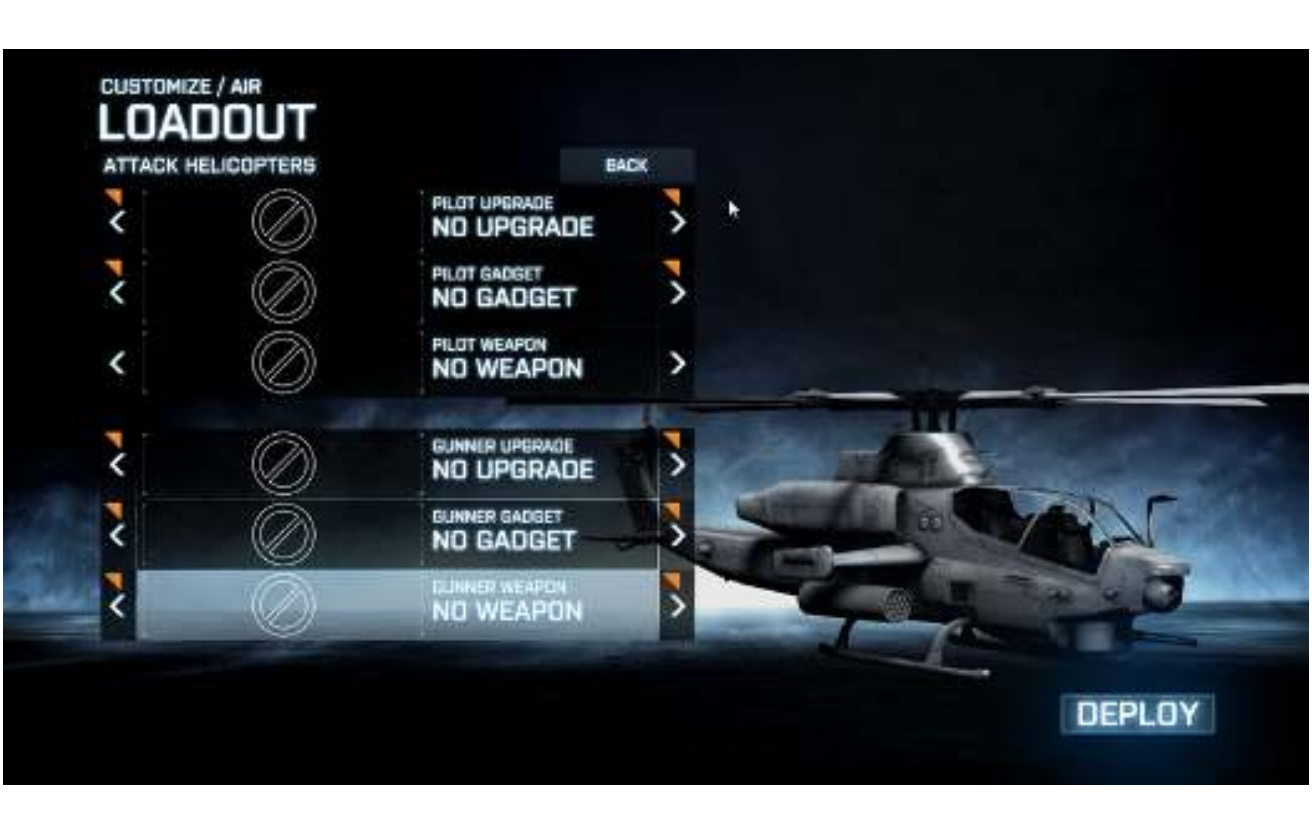
Armored Kill Primer

Armored Kill Vehicles

Vehicles

Vehicles are one of the highlights of any Battlefield game. Nothing can be more entertaining than hopping into a tank and cruising across the landscape, laying waste to enemy vehicles and structures alike. Armored Kill takes vehicle combat to the next level, featuring giant maps and new vehicles, including tank destroyers, mobile artillery units, and the powerful gunship.

Vehicle Customization



Before spawning into a game, take a moment to customize your vehicle loadouts. In Battlefield 3, most of the vehicles can be customized utilizing unlockable upgrades, gadgets, and weapons. The more you use a vehicle from a particular class, the more points you earn. Unlocks are awarded at regular intervals in a linear progression. Armored Kill introduces vehicle assignments, allowing for more upgrade options through the completion of certain tasks. Once an unlock is awarded, you can assign it through the same loadout screen you use to customize the soldier classes. With the exception of attack helicopters, all vehicles have three assignable slots: one upgrade slot, one gadget slot, and one weapon slot. Attack helicopters benefit from six slots, three for the pilot and three for the gunner. Upgrades are passive and require no action to take advantage of their benefits. Meanwhile, gadgets and weapons require some interaction on the part of the driver or pilot to deploy. So as you progress through your multiplayer career you will have to make some tough decisions as to what unlocks you wish to equip. Some unlocks improve offensive capabilities while others impact survivability. So experiment with the different options until you find a combination that best suits the tactical situation and your style of play. The unlock progression for each vehicle type is provided in this chapter, listing the point requirements for each as well as a brief description of every upgrade, gadget, and weapon. There are no unlocks available for light vehicles and transport helicopters.

Light Vehicles

The light vehicles are the fastest land vehicles in the game, useful for rushing control points and M-COM stations at the start of a battle. But their light armor and exposed positions make them death traps if driven into heavy action. Most explosive munitions can disable these vehicles with one hit, potentially killing the driver and passengers. Their greatest defensive assets are their speed and their off-road capability. To ensure survival, use these vehicles to traverse terrain on a map's periphery, and stay away from heated battles near control points and M-COM stations. Although these vehicles can attain high speeds on roads, most roads are traveled by larger and more deadly vehicles, like tanks and IFVs. So stay off-road and out of sight. Such tactics are essential when staging raids on distant enemy-held control points or M-COM stations. There are no vehicle unlocks or loadout options for the light vehicles.

Quad Bike

Nationality: US and RU Description: Fast unarmored transport vehicle with two seats.

Vehicle Performance

Speed	□🟨🟨□□
Armor	□□□□□
Firepower	□□□□□

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Passenger	Troop Kit

Field Notes

The quad bike is the fastest ground vehicle available, making it ideal for zipping across the battlefield at high speed while avoiding the slower, heavily armored vehicles. The driver has no access to weapons, but the passenger riding on the back can equip all weapons in their troop kit. But at high speed, firing from the back of a fast-moving quad bike is highly inaccurate.

Light Vehicle Tactics

- Quad bikes have no armor, leaving the driver and passenger completely exposed. Furthermore, the vehicle can be quickly destroyed by small-arms fire, so keep moving and avoid areas of high enemy concentration.
- Quad bikes make excellent car bombs. Stick two or three C4 charges to the front of a quad bike and then drive it into the side or rear of an enemy tank or tank destroyer. While traveling at high speed, jump off the quad bike approximately 20 meters before impacting the enemy vehicle. The quad bike will continue traveling in a straight line toward the enemy vehicle. When the driverless quad bike makes contact, detonate the C4 to score an unorthodox vehicle kill.
- It's possible to accurately fire guided anti-vehicle weapons like the Javelin, IGLA, or Stinger from the back of a moving quad bike. This combination can make the quad bike a formidable threat on a battlefield filled with tanks and aircraft.
- Given their speed, quad bikes are great for scoring road kills. Simply drive directly toward enemy troops at high speed and run them down before they can dash out of your way.
- At the start of a battle, don't drive off in one of these vehicles until a teammate hops on the back. On most maps, these vehicles serve as your team's primary means of transportation. Stranding teammates at your base won't win you any fans. However, your squadmates can spawn into the vehicle if there is an available seat.
- Quad bikes can perform some amazing jumps. Look for ramps or other sloped terrain to send this vehicle flying through the air.

Tank Destroyers

The new tank destroyers are essentially infantry fighting vehicles (IFVs) fitted with large tank cannons. Although faster and more maneuverable than tanks, the tank destroyers lack the thick armor of their bigger, badder counterparts. As a result, it's important to keep a defensive mind-set when driving one of these vehicles, particularly when facing off against enemy tanks—always keep the tank destroyer's thick front armor facing your target. In addition to dishing out some serious anti-tank firepower, tank destroyers can also serve as troop transport. Like the IFVs, the passenger positions in tank destroyers are equipped with machine gun ports, ideal for defending the vehicle's flanks from enemy infantry.. In many battles, tank destroyers offer the safest method of moving teammates to the front lines. So don't drive away from your base until you've filled as many seats as possible—hitching a ride in one of these armored vehicles is always preferable to hiking across a dangerous battlefield.

Tank Destroyer Service Stars

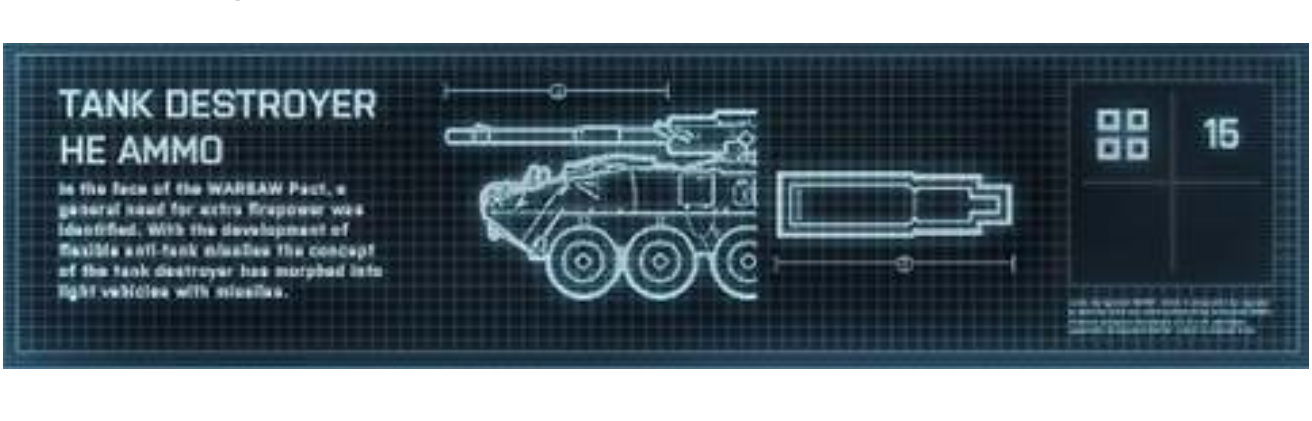
You earn a service star for every 40,000 points you score with a tank destroyer; 100 tank destroyer service stars are available.

Tank Destroyer Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Smoke	Gadget	400	Smoke grenades enhanced with metal filaments that when launched remove laser-designation, spoof incoming guided missiles, and prevent enemies from revealing your position to teammates.
	Coaxial LMG	Weapon	800	A light machine gun mounted coaxially to your main weapon.
	Autoloader	Upgrade	1600	An enhanced mechanism decreases the minimum time between firing rounds in your main weapon.
	Zoom Optics	Gadget	3000	A secondary weapon sight with up to 3x magnification.
	Maintenance	Upgrade	6000	Preventative maintenance procedures improve your vehicle's recovery from damage.
	Proximity Scan	Upgrade	10000	External sensors detect and reveal enemy units on your minimap.
	Guided Shell	Weapon	16000	A Smart Target-Activated Fire and Forget shell that can lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line-of-sight.
	Thermal Optics	Gadget	22000	A secondary weapon sight with thermal optics that highlights soldiers and vehicles for efficient target identification.
	Thermal Camo	Upgrade	28000	Anti-reflective coating on your vehicle increases enemy locking and tracking difficulty and decreases the time you are revealed to the enemy after being spotted.
	Canister Shell	Weapon	34000	A tank shell encasing thousands of tungsten balls fired though the cannon muzzle like a shotgun.
	Reactive Armor	Upgrade	40000	Reactive armor panels and/or slats absorb the impact from anti-tank weapons, protecting you from damage but being destroyed in the process.

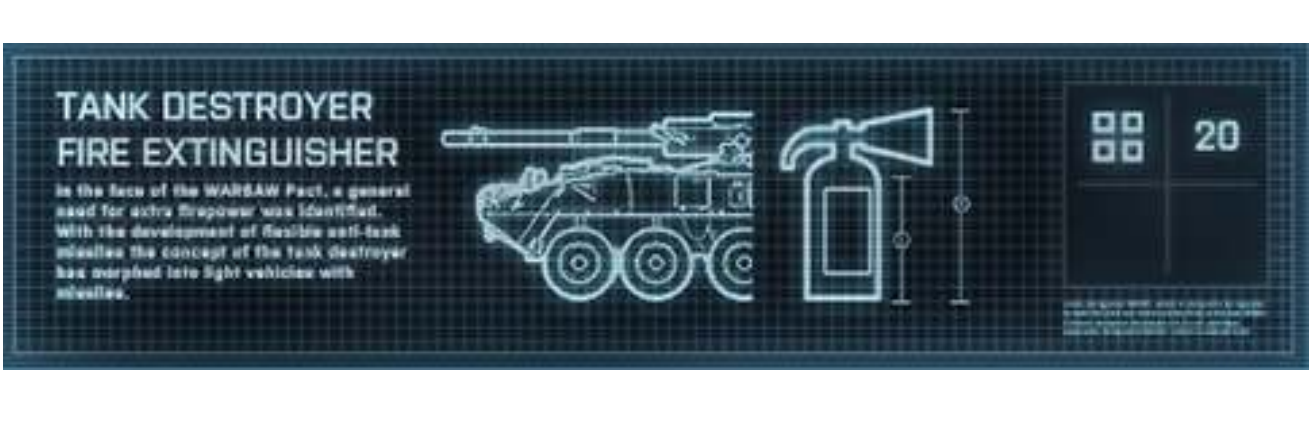
Tank Destroyer Assignments

Explosive Danger



Criteria: Get 15 kills with tank destroyer. Reward: Unlocks HE ammunition for tank destroyers.

Need Repair



Criteria: Repair 20 friendly vehicles. Reward: Unlocks fire extinguisher for tank destroyers.

Wired Attack

TANK DESTROYER
TOW
10
1

Criteria: Destroy 10 tank destroyers. Destroy 1 mobile artillery. Reward: Unlocks TOW for tank destroyers.

M1128

Nationality: US Description: The M1128 is an eight-wheeled tank destroyer used by the USA and Canada.

Vehicle Performance

Speed	□🟨□□□
Armor	□🟨🟨□□
Firepower	□🟨🟨□□

Vehicle Occupancy

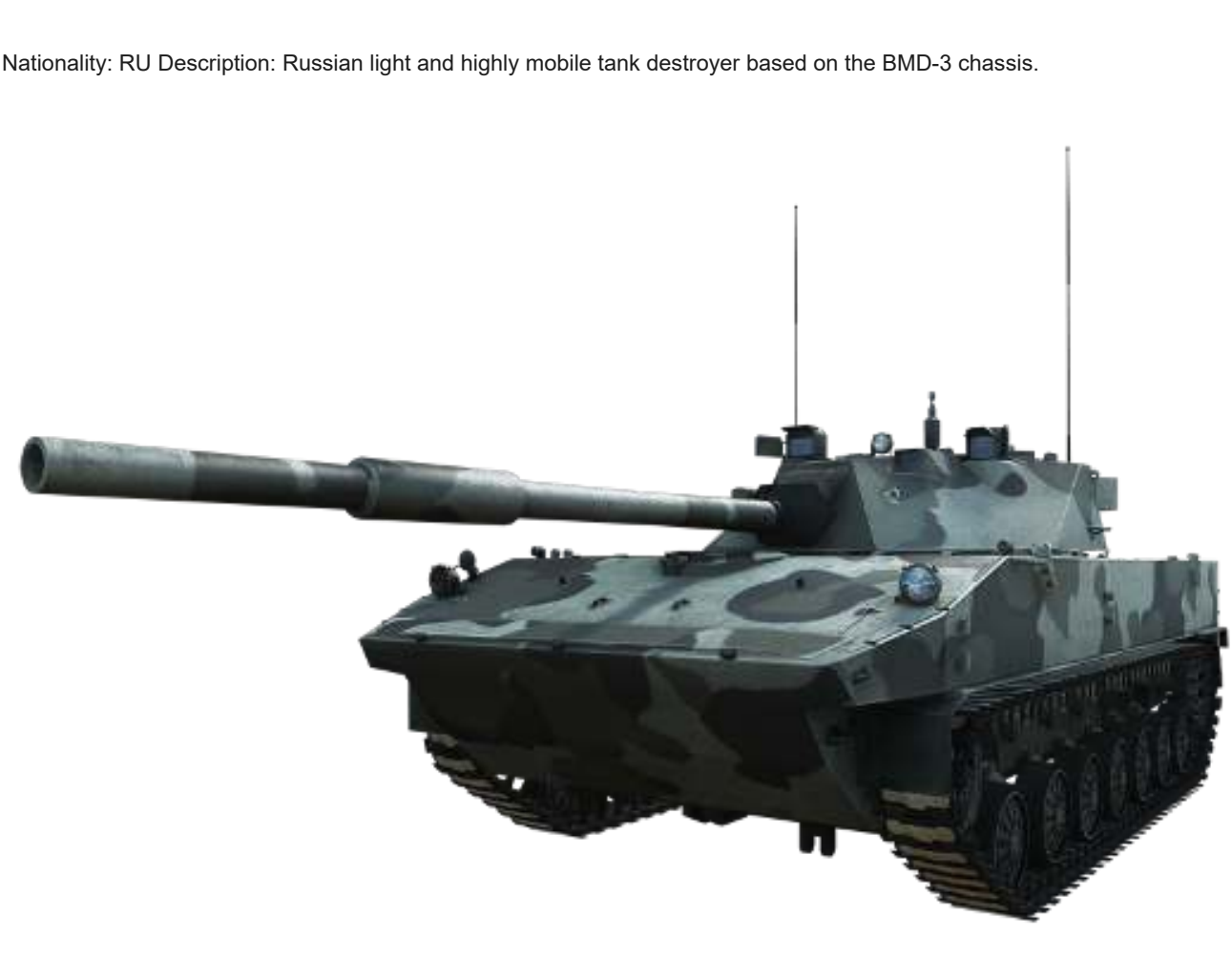
Seat	Position	Weapon
1	Driver	105mm Cannon
2	Passenger	Machine Gun
3	Passenger	Machine Gun
4	Passenger	Machine Gun
5	Passenger	Machine Gun

Field Notes

With the exception of its large 105mm cannon, the M1128 looks and performs similarly to the LAV-25. This is a relatively fast and maneuverable eight-wheeled vehicle capable of repelling all small-arms fire. However, the M1128 is vulnerable to attacks by tanks, helicopters, and jets. So be ready to drop off your passengers if you come under heavy attack.

SPRUT-SD

Nationality: RU Description: Russian light and highly mobile tank destroyer based on the BMD-3 chassis.



Vehicle Performance

Speed	□🟨□□□
Armor	□🟨🟨□□
Firepower	□🟨🟨□□

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	125mm Cannon
2	Passenger	Machine Gun
3	Passenger	Machine Gun
4	Passenger	Machine Gun
5	Passenger	Machine Gun

Field Notes

The Russian SPRUT-SD has a sleek low profile when compared to its boxy American counterpart. This makes it a little easier to conceal the vehicle behind low hills and other pieces of cover. But the SPRUT-SD is most effective when on the move. Use its speed and large passenger capacity to transport troops to the front lines or flank slower tanks.

Tank Destroyer Tactics

- Never charge into a group of enemy infantry. Tank destroyers are well-armored, but they can't withstand more than two or three rocket hits, not to mention mines. Instead, hold back and engage infantry from a safe distance, where they can't sneak up behind you. HE ammunition, unlocked by completing the Explosive Danger assignment, is most effective against infantry. The coaxial LMG also gives the driver better protection against infantry.
- Unlike their IFV counterparts, tank destroyers are not amphibious, so avoid driving these heavy vehicles into deep bodies of water.
- When engaging a tank destroyer, try to maneuver so you can score a side or rear hit, where the vehicle's armor is thinnest. Likewise, when driving one of these vehicles, be mindful of these weak spots and try to keep the vehicle's front armor facing the enemy at all times.
- Be careful when transporting your entire squad in a tank destroyer. A hit from a helicopter or jet's guided missile could send your whole squad back to the respawn screen.
- Complete the Wired Attack assignment as quickly as possible to gain access to the TOW missile upgrade. This works just like the ATGM Launcher upgrade found on the IFVs. While waiting for the main gun to reload, fire a missile at your target to keep up the offensive pressure. The added firepower can make all the difference when caught in a dangerous duel with an enemy tank.
- The fire extinguisher is a worthwhile upgrade and it's relatively easy to unlock. As an engineer, just complete 20 repairs on friendly vehicles to complete the Need Repair assignment to unlock this upgrade. Once equipped, the fire extinguisher can be used to put out a fire if your vehicle becomes disabled. This allows you to maintain speed and maneuverability, allowing you to reach a safer location before conducting repairs.

Mobile Artillery

The new M142 and BM-23 mobile artillery units launch volleys of high-explosive rockets over great distances, giving each team the ability to bombard targets from across the map. Each vehicle is capable of launching up to six rockets in quick succession. From the gunner position, use the ladder-like reticle to adjust your aim, moving the rocket tubes both vertically and horizontally. When making vertical adjustments, the higher the pitch of the rocket tubes, the farther the rockets will travel. The rockets are by no means precision weapons and greatly benefit from the assistance of a forward spotter, helping you adjust your aim. If your rockets are falling short of the target, increase the pitch of the rocket tubes. Likewise, if the rockets are overshooting the target, reduce the pitch of the rocket tubes. When fired at great distances, the rockets impact beyond your visual range. So if you don't have the feedback of a forward spotter, you're firing blind. After firing six rockets, the vehicle automatically begins the long reload process. During this time the vehicle is completely defenseless unless fitted with one of the unlockable weapon upgrades. At close range mobile artillery units are vulnerable to attacks by infantry, tanks, and aircraft. So keep these units back from the front lines, where they're less likely to be harassed by enemies.

Mobile Artillery Service Stars

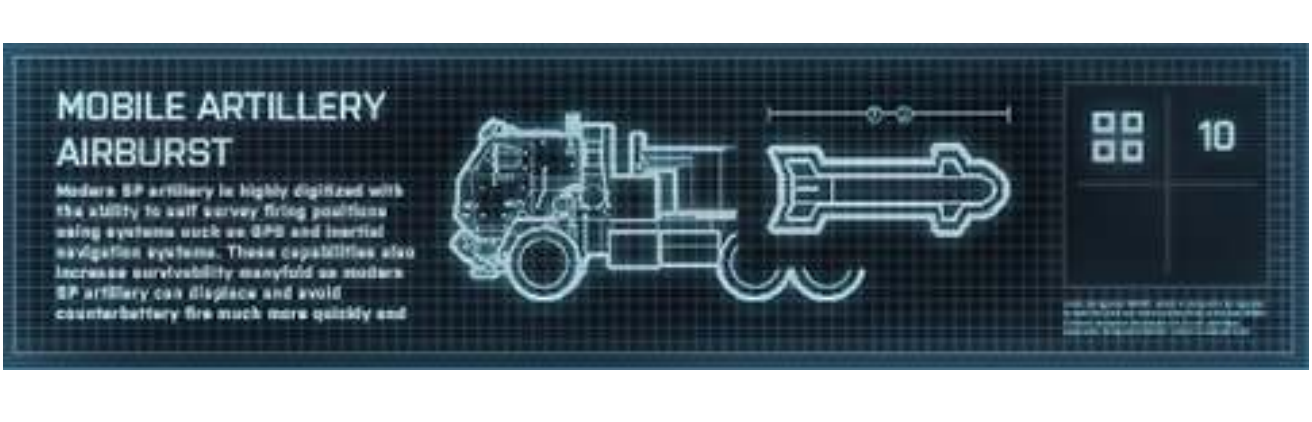
You earn a service star for every 9,000 points you score with a mobile artillery unit; 100 mobile artillery service stars are available.

Mobile Artillery Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Smoke	Gadget	400	Smoke grenades enhanced with metal filaments that when launched remove laser-designation, spoof incoming guided missiles, and prevent enemies from revealing your position to teammates.
	Autoloader	Upgrade	800	An enhanced mechanism decreases the minimum time between firing rounds in your main weapon.
	Proximity Scan	Upgrade	1600	External sensors detect and reveal enemy units on your minimap.
	ATACMS Missile	Weapon	2500	Locks on ground vehicles and laser-designated targets.
	Maintenance	Upgrade	3500	Preventative maintenance procedures improve your vehicle's recovery from damage.
	Zoom Optics	Gadget	4500	A secondary weapon sight with up to 3x magnification.
	Thermal Camo	Upgrade	5500	Anti-reflective coating on your vehicle increases enemy locking and tracking difficulty and decreases the time you are revealed to the enemy after being spotted.
	TOW	Weapon	7000	Wire-guided anti-tank missile launcher.
	Proximity Defense	Gadget	9000	Incendiary smoke that damages enemies within the proximity.

Mobile Artillery Assignments

Rocket Specialist



Criteria: Get 10 kills with mobile artillery. Reward: Unlocks air-burst missiles for mobile artillery.

Anti-Air Support

MOBILE ARTILLERY
AA
15

Criteria: Get 15 kills in the gunship. Reward: Unlocks anti-air missiles for mobile artillery.

M142

Nationality: US Description: Mobile rocket artillery used by the US Marine Corps and Fire Brigade.

Vehicle Performance

Speed	□🟨□□□
Armor	□🟨□□□
Firepower	□🟨🟨□□

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	227mm Rockets

Field Notes

The hulking M142 is approximately the size of a bus. So don't expect to get anywhere fast in this vehicle. Fortunately, it's best deployed behind the front lines, so its sluggish acceleration and wide turn radius shouldn't be much of a drawback. While the outer skin of the vehicle can repel small-arms fire, the driver can be shot through the narrow front and side windows.

BM-23

Nationality: RU Description: Russian multiple rocket launcher system mounted on a Soviet truck.

Vehicle Performance

Speed	□🟨□□□
Armor	□🟨□□□
Firepower	□🟨🟨□□

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	300mm Rockets

Field Notes

The BM-23 is the direct descendant of Katyusha rocket launchers dating back to World War II—and Battlefield 1942. Unfortunately, accuracy hasn't improved much. The BM-23 is a bit smaller and more nimble than its American counterpart. But the large windows of the truck's cab make the driver extremely vulnerable to small-arms fire.

Mobile Artillery Tactics

- Despite their impressive display, the standard rockets fired by the mobile artillery units don't cause much splash damage. It practically takes a direct hit to significantly damage an armored vehicle like a tank or tank destroyer. But the impact of multiple rockets in a small area can have a significant psychological effect on infantry, causing them to scramble for cover. So even if you don't score too many kills with these vehicles, they play a big role in suppressing enemy troops during attacks on control points and M-COM stations. Complete the Rocket Specialist assignment to unlock air-burst rockets for greater effectiveness against infantry.
- Always employ a squadmate to act as a forward observer when firing rockets at targets beyond your visual range. Being able to speak with your forward observer through a headset makes a huge difference when it comes to accurately placing rockets on target.
- The rockets have an effective range of approximately 650 meters when the rocket tubes are raised to their maximum angle and when the vehicle is parked on even terrain. However, you can get a bit more distance from the rockets by parking the unit on an elevated slope. This allows you fire the rockets at a steeper trajectory, resulting in greater range.
- Make a habit of parking these vehicles in remote areas of the map where they're less likely to be disturbed by enemies traveling between control points or other high-traffic areas. However, once you start firing rockets, your position will be easy to spot. So make a habit of moving the vehicle after you've fired a volley of rockets. Staying in one position too long can make you an easy target for enemy aircraft and counter-artillery bombardments.
- When encountering enemy vehicles at close range, these vehicles are defenseless unless equipped with one of the unlocked weapon upgrades, such as the ATACMS or TOW missiles. These weapons are far more accurate against nearby targets than the standard rockets. Enemy infantry are more problematic. The Proximity Defense upgrade deploys toxic smoke around the vehicle, giving you a chance to escape.

Gunship

The gunship is a new gameplay concept introduced by Armored Kill, rewarding one team with a powerful airborne weapons platform. In Conquest matches there is one control point on each of the new maps that spawns a gunship. Once captured, the control point grants the controlling team access to the gunship. During Rush matches, the attacking US team always has access to a gunship. Unlike in other aircraft, there is no pilot position in the gunship. Instead, the aircraft orbits around the map on its own with two crew positions accessible from the Spawn screen. Each gunner position is equipped with a port-mounted cannon as well as a top-mounted anti-aircraft turret. The 25mm cannon is capable of rapid fire, spitting out up to 30 rounds of high-explosive rounds in quick succession before entering a short reload phase. The 105mm cannon is essentially a tank gun mounted on the side of the aircraft. This heavy weapon fires one armor-piercing shell at a time, capable of disabling most ground vehicles with a single hit. In addition to serving as an awesome ground-attack aircraft, the gunship is also a mobile spawn point, dropping troops over the battlefield along its circular flight path.

Gunship

Nationality: US and RU Description: Heavily armored ground-attack vehicle with mounted HMG and cannon.

Vehicle Performance

Speed	□🟨🟨□□
Armor	□🟨🟨□□
Firepower	□🟨🟨🟧🟥

Vehicle Occupancy

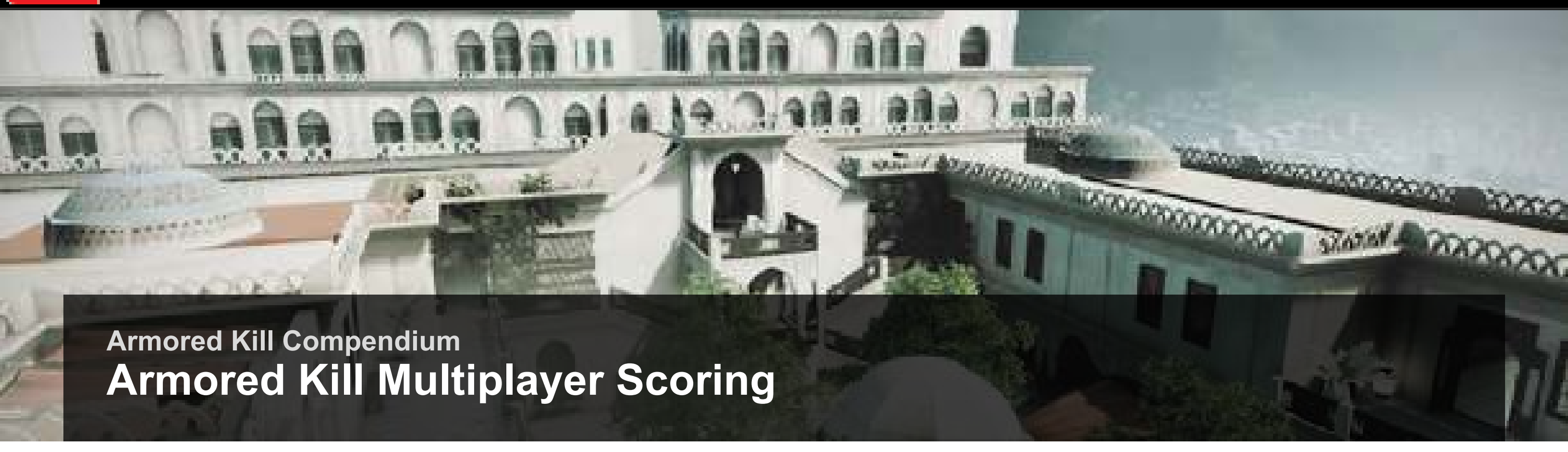
Seat	Position	Weapon
1	Gunner	25mm Cannon/Anti-Air Turret
2	Gunner	105mm Cannon/Anti-Air Turret

Field Notes

This converted cargo aircraft is equipped with two powerful cannons capable of tearing apart any ground vehicle. But this slow-moving aircraft is an easy target for enemy aircraft and anti-aircraft units on the ground. Fortunately, the gunship can take heavy damage before falling out of the sky. The anti-aircraft turrets and IR flares help defend the gunship against enemy aircraft and incoming missiles.

Gunship Tactics

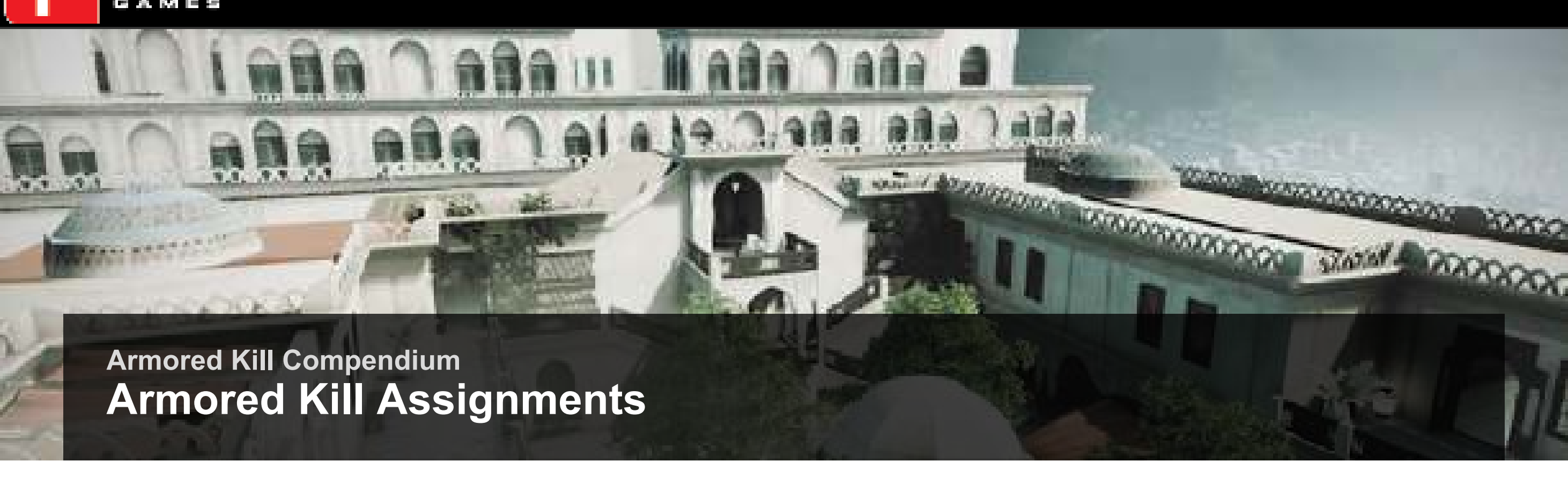
- Before using the gunship's para-drop option to deploy, monitor the gunship's position on the Spawn screen's map. Don't jump out of the plane until the gunship is flying next to your intended destination. This will allow you to drop close to your target and perform a low-altitude deployment of your parachute. Freefall as long as possible to avoid becoming an easy target for enemy troops on the ground. The longer you drift in your parachute, the more likely you are to be spotted and hunted down.
- What the gunship's 25mm cannon lacks in stopping power, it makes up for in volume and rate of fire. This weapon functions similar to the chin turrets found on the AH-1Z and Mi-28 attack helicopters. A steady barrage of 25mm rounds can disable and eventually destroy a tank. For a closer view of the target, activate the zoom function for 3x magnification. While the weapon is reloading, scan the skies by switching to the anti-aircraft turret.
- Due to the gunship's constant movement, accurately firing the 105mm cannon can be a little tricky. For starters, don't fight the controls. Instead, aim ahead of your target and let the gunship's movement do the rest. As the reticle passes over the target, fire. The white dot in the center of the reticle is your aim point—wherever this dot is aimed, your shell will go, regardless of the gunship's movement. Like the 25mm cannon, this weapon is also equipped with a 3x zoom magnification option, offering a slightly more detailed view of the target. The camera's default infrared display also makes it easy to spot the heat signatures of enemy vehicles and troops—look for the bright, white dots.
- Each crew position has access to an anti-aircraft turret mounted atop the aircraft. These turrets can rotate 360 degrees and fire streams of hot lead at enemy aircraft, similar to the Centurion C-RAM or PANTSIR S-1. Since the turrets are mounted on top of the aircraft, they have no way of targeting enemy aircraft flying below the gunship. So when attacking a gunship in a jet or helicopter, stay just below the aircraft's wings to stay outside the coverage of its anti-aircraft turrets.
- The gunship can sustain heavy damage, but it cannot be repaired. The aircraft's health does not regenerate on its own, either, unlike other vehicles. Since all damage is permanent, take extra steps to keep the gunship airborne. Shoot down enemy jets and helicopters with the anti-aircraft turrets and deploy IR flares to fool incoming missiles. Keep a close eye on the gunship's health and be ready to bail out before it reaches 1 percent. When the gunship's health reaches zero, the aircraft simply explodes, giving you no time to bail out. It takes a full minute for a new gunship to appear, assuming your team still controls the associated control point during Conquest matches. In Rush matches the attacking team always has access to a gunship.



Armored Kill Multiplayer Scoring

Multiplayer Scoring System

Action	Points	Description
Attack Order Followed	20	Have a squadmate follow the attack order.
Avenger Bonus	10	Kill an enemy within 3 seconds of him killing a friendly.
Comeback	10	Come back from a streak of 5 or more consecutive deaths. Score is number of consecutive deaths x10.
Defend Order Followed	20	Have a squadmate follow the defend order.
Designated Target Hit	100	Score is based on how much damage the locked missile does.
Destroyed Explosive	20	Destroy an enemy explosive (claymore, mine, or C4).
Dog Tag Savior	50	Rescue a teammate about to be stabbed.
Double Kill	40	Kill 2 enemies within 0.8 second of each other.
Driver Assist	10	Have a passenger in your vehicle kill an enemy.
Enemy Down	100	Kill an enemy.
Equipment Destroyed	20	Destroy a stationary weapon that is occupied by an enemy or equipment placed by an enemy, such as an EOD Bot, MAV, mortar, radio beacon, SOFLAM, or T-UGS.
Flag Capture Assist	50	Participate in a flag capture.
Flag Captured	250	Capture a flag.
Flag Defend	20	Kill someone while you or the victim is in the radius of a flag owned by your team.
Flag Neutralize Assist	150	Participate in a flag neutralization.
Flag Neutralized	200	Neutralize an enemy flag.
Headshot Bonus	10	Kill an enemy with a headshot.
Heal	10	Heal points are awarded for every 20% health healed on a friendly.
Kill Assist	10–100	Do at least 10 points of damage to an enemy and have a teammate finish the job. Note that this caps out at 100 (healing can restore the enemy's hit points).
Killstreak Stopped	10	Kill an enemy who has made 6 or more kills without dying. The score awarded is the number of kills in the enemy's streak x10.
Marksman Bonus	100+	Score a headshot with a sniper rifle. Score is distance to the target.
M-COM Armed	100	Arm an M-COM station.
M-COM Attack Kill	20	Kill an enemy that is disarming the crate.
M-COM Defense Kill	20	Kill an enemy that is arming the crate.
M-COM Destroyed	500	Destroy an M-COM station.
M-COM Disarmed	200	Disarm an M-COM station.
Motion Sensor Assist	20	An enemy was killed while in your MAV's motion sensor range.
Motion Sensor Assist	20	An enemy was killed while in your T-UGS motion sensor range.
Multiple Kill	100	Kill 4 or more enemies within 0.8 second of each other.
Nemesis Kill	10	Kill the same enemy 6 or more times. The score awarded is the number of kills x10.
Nemesis Payback	10	Kill your nemesis. The score awarded is the number of times your nemesis has killed you x10.
Repair	10	Repair vehicle points are given for every 10% of damage repaired.
Resupply	10	Resupply a teammate.
Road Kill	10	Run over an enemy.
Savior Bonus	20	Kill an enemy within 2 seconds of him dealing 50–99% of damage to a friendly.
Spot Bonus	10	Spot an enemy and have a teammate make the kill.
Squad Attack Order	20	Attack an objective that the leader has designated.
Squad Defend Order	20	Defend an objective that the leader has designated.
Squad Driver Assist	20	Have a squadmate who is a passenger in your vehicle make a kill.
Squad Eliminated	10	Kill all members in a squad.
Squad Heal	20	Heal a squadmate.
Squad Passenger Assist	20	Have a squadmate who is driving your vehicle make a kill.
Squad Repair	20	Repair vehicle points are given for every 10% of damage repaired.
Squad Resupply	20	Resupply a squadmate.
Squad Revive	110	Revive a squadmate.
Squad Spawn on You	10	Have a squadmate spawn on you.
Suppression Assist	50	Suppress an enemy and have a teammate make the kill.
Target Designated	10	Lock on to an enemy vehicle with the target designator.
Team Passenger Assist	10	Have the driver in your vehicle kill an enemy.
Team Revive	100	Revive a teammate.
Triple Kill	60	Kill 3 enemies within 0.8 second of each other.
Vehicle Destroy	50	Destroy a vehicle within 10 seconds of an enemy leaving it.
Vehicle Destroy Assist	10–100	Do at least 10 points of damage to an enemy vehicle and have a teammate destroy it. Points are awarded are based on how much damage was done.
Vehicle Disabled	100	Disable a vehicle.



Armored Kill Assignments

Premium Weapon Assignments

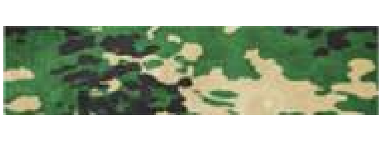
L85A2 Specialist

BERKUT
100
50
15

Criteria:

- Get 100 kills with the L85A2.
- Get 50 headshots with the L85A2.
- Get 15 assault rifle ribbons.

Reward:



L85A2 Berkut camo

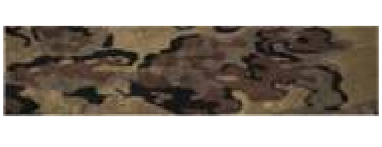
MTAR Specialist

WOODLAND OAK
100
10
15

Criteria:

- Get 100 kills with the MTAR-21.
- Destroy 10 pieces of enemy equipment with the EOD Bot.
- Get 15 anti-vehicle ribbons.

Reward:



MTAR-21 Woodland Oaks camo

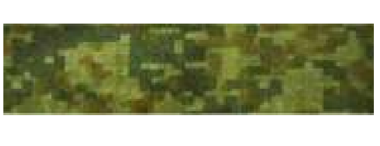
LSAT Specialist

DIGITAL WOODLAND
100
25
15

Criteria:

- Get 100 kills with the LSAT.
- Get 25 kills with the M224 Mortar.
- Get 15 suppression ribbons.

Reward:



LSAT Digital Woodland camo

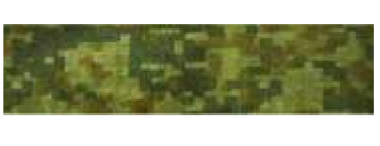
SKS Specialist

DESERT STRIPE
100
25
15

Criteria:

- Get 100 kills with the SKS.
- Get 25 kill assists with the SOFLAM laser designator.
- Get 15 accuracy ribbons.

Reward:



SKS Desert Stripe camo

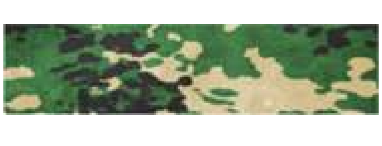
UMP-45 Specialist

BERKUT
50
50
50

Criteria:

- Get 50 kills with the UMP-45 as Assault.
- Get 50 kills with the UMP-45 as Support.
- Get 50 kills with the UMP-45 as Engineer.
- Get 50 kills with the UMP-45 as Recon.

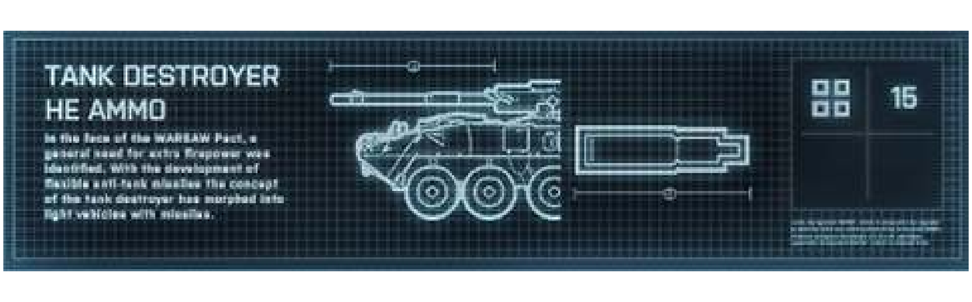
Reward:



UMP-45 Berkut camo

Armored Kill Vehicle Assignments

Explosive Danger


TANK DESTROYER HE AMMO
15

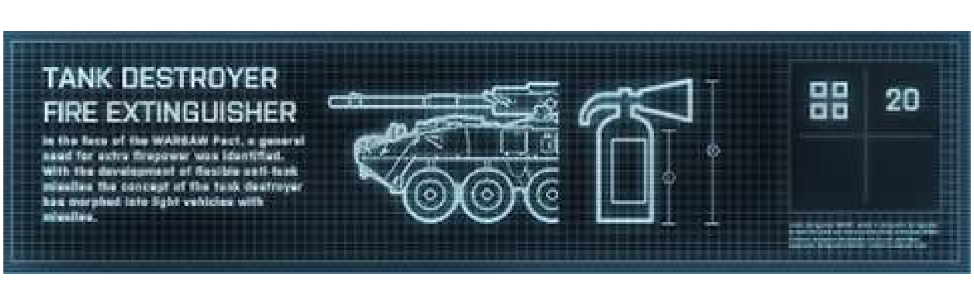
Criteria:

- Get 15 kills with a tank destroyer.

Reward:

Unlocks HE ammunition for tank destroyers.

Need Repair


TANK DESTROYER FIRE EXTINGUISHER
20

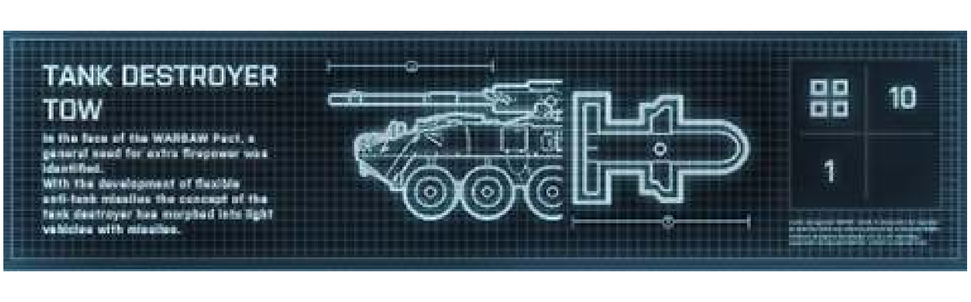
Criteria:

- Repair 20 friendly vehicles.

Reward:

Unlocks fire extinguisher for tank destroyers.

Wired Attack


TANK DESTROYER TOW
10
1

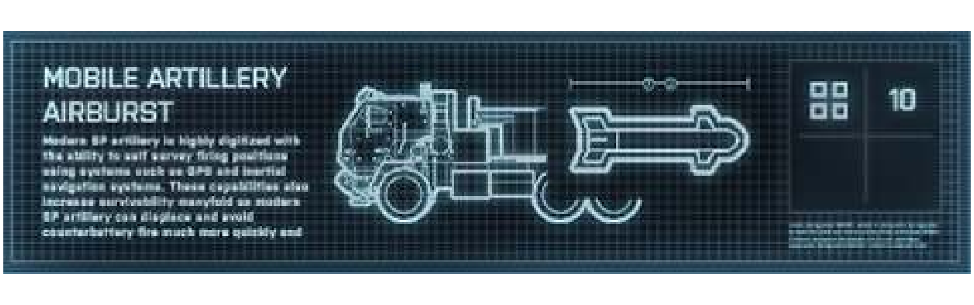
Criteria:

- Destroy 10 tank destroyers.
- Destroy 1 mobile artillery.

Reward:

Unlocks TOW for tank destroyers.

Rocket Specialist


MOBILE ARTILLERY AIRBURST
10

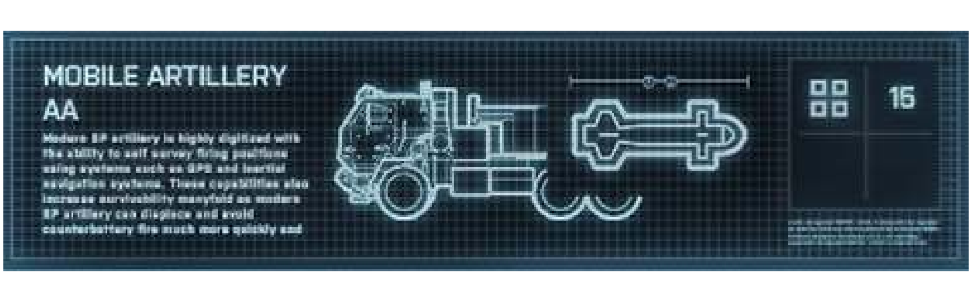
Criteria:

- Get 10 kills with mobile artillery.

Reward:

Unlocks air-burst missiles for mobile artillery.

Anti-Air Support


MOBILE ARTILLERY AA
15

Criteria:

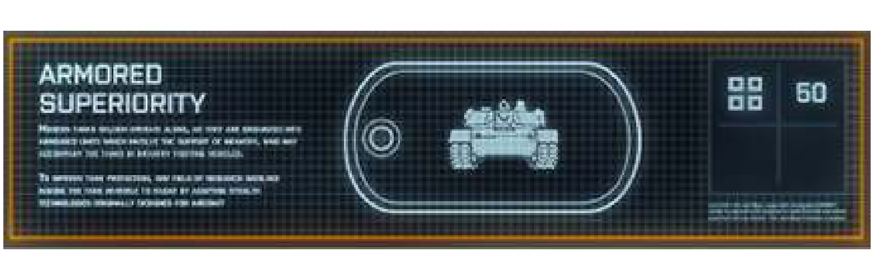
- Get 15 kills in the gunship.

Reward:

Unlocks anti-air missiles for mobile artillery.

Premium Vehicle Assignments

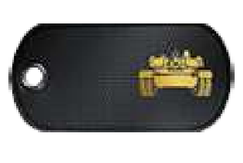
Armored Superiority


ARMORED SUPERIORITY
50

Criteria:

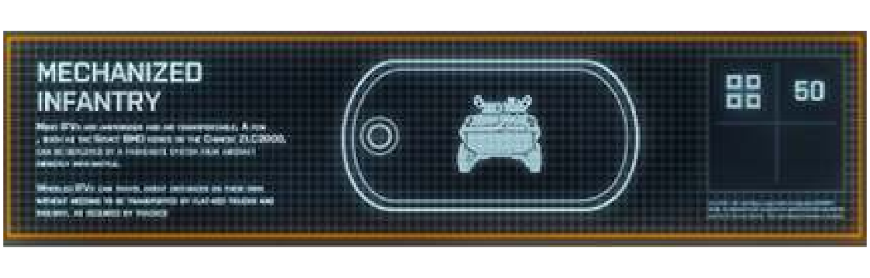
- Get 50 kills in MBTs.

Reward:



Armored Superiority Dog Tag

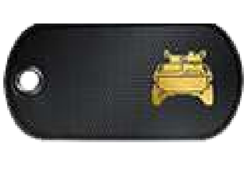
Mechanized Infantry


MECHANIZED INFANTRY
50

Criteria:

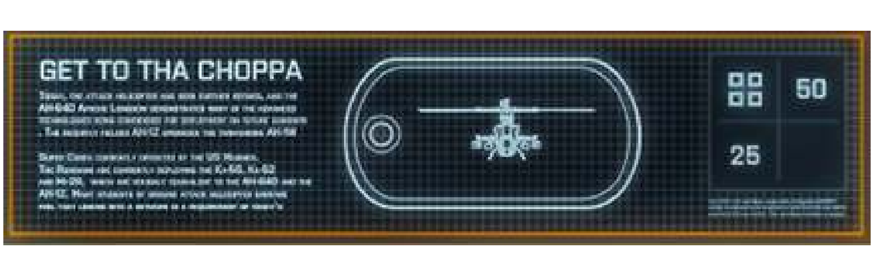
- Get 50 kills in IFVs.

Reward:



Mechanized Infantry Dog Tag

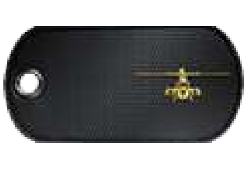
Get to tha Choppa


GET TO THA CHOPPA
50
25

Criteria:

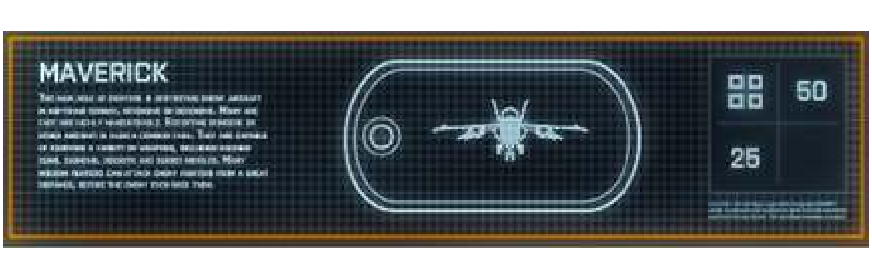
- Get 50 kills with scout or attack helicopters.
- Destroy 25 MBTs with scout or attack helicopters.

Reward:



Get to tha Choppa Dog Tag

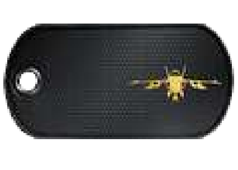
Maverick


MAVERICK
50
25

Criteria:

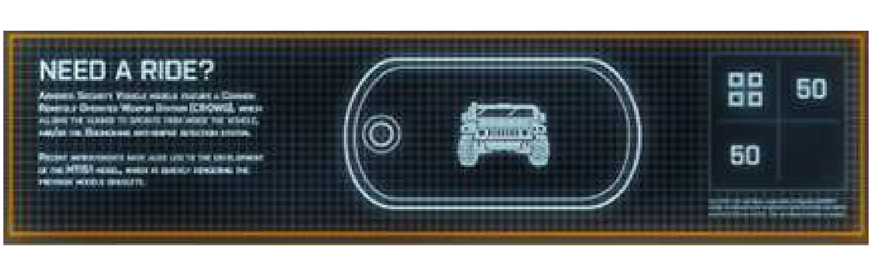
- Get 50 kills with jets.
- Destroy 25 attack or scout helicopters with jets.

Reward:



Maverick Dog Tag

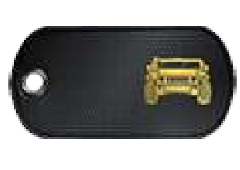
Need a Ride?


NEED A RIDE?
50
50

Criteria:

- Get 50 kills in jeeps, boats, quads, or transport helicopters.
- Get 50 squad driver assists.

Reward:



Need a Ride? Dog Tag

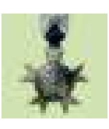
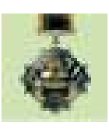
Armored Kill Compendium

Armored Kill Ribbons, Medals & Dogtags

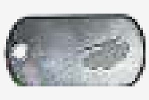
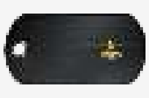
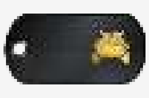
Armored Kill Ribbons

Ribbon	Name	Criteria	Points
	Domination Winner Ribbon	Win a Domination round.	500
	Gun Master Winner Ribbon	Win a Gun Master round.	500
	Tank Superiority Winner Ribbon	Win a Tank Superiority round.	500

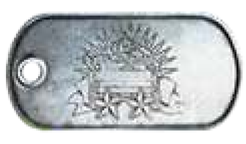
Armored Kill Medals

Medal	Name	Criteria	Points
	Domination Medal	Obtain the Domination Winner Ribbon 50 times	10000
	Gun Master Medal	Obtain the Gun Master Winner Ribbon 50 times.	10000
	Tank Superiority Medal	Obtain the Tank Superiority Winner Ribbon 50 times.	10000

Armored Kill Dog Tags (Left)

Dog Tag	Name	Criteria
	Mobile Artillery Proficiency	Obtain Mobile Artillery Service Star 1.
	Tank Destroyer Proficiency	Obtain Tank Destroyer Service Star 1.
	Armored Superiority	Complete assignment Armored Superiority.
	Get to tha Choppa	Complete assignment Get to tha Choppa.
	Maverick	Complete assignment Maverick.
	Mechanized Infantry	Complete assignment Mechanized Infantry.
	Need a Ride?	Complete assignment Need a Ride?
	Premium Basic	Become a Battlefield 3 Premium member.

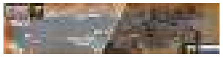
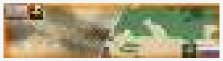
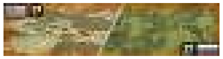
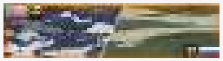
Armored Kill Dog Tags (Right)

Dog Tag	Name	Criteria
	Attack from Above	Own Armored Kill expansion pack.
	Domination	Obtain Domination medal one time.
	Gun Master	Obtain Gun Master medal one time.
	Gunship	Own Armored Kill expansion pack.
	Mobile Artillery Vehicle Mastery	Obtain Mobile Artillery Service Star 1.
	Mobile Artillery Service 5 Stars	Obtain Mobile Artillery Service Star 5.
	Mobile Artillery Service 10 Stars	Obtain Mobile Artillery Service Star 10.
	Mobile Artillery Service 25 Stars	Obtain Mobile Artillery Service Star 25.
	Mobile Artillery Service 50 Stars	Obtain Mobile Artillery Service Star 50.
	Mobile Artillery Service 100 Stars	Obtain Mobile Artillery Service Star 100.
	Mobile Tank Destroyer Vehicle Mastery	Obtain Tank Destroyer Service Star 1.
	Mobile Tank Destroyer 5 Stars	Obtain Tank Destroyer Service Star 5.
	Mobile Tank Destroyer 10 Stars	Obtain Tank Destroyer Service Star 10.
	Mobile Tank Destroyer 25 Stars	Obtain Tank Destroyer Service Star 25.
	Mobile Tank Destroyer 50 Stars	Obtain Tank Destroyer Service Star 50.
	Mobile Tank Destroyer 100 Stars	Obtain Tank Destroyer Service Star 100.
	Road Kill	Own Armored Kill expansion pack.
	Rocket Attack	Own Armored Kill expansion pack.
	Tank Destroyer	Own Armored Kill expansion pack.
	Tank Superiority	Obtain Tank Superiority medal one time.

Armored Kill Compendium

Armored Kill Camos

Premium Soldier Camo

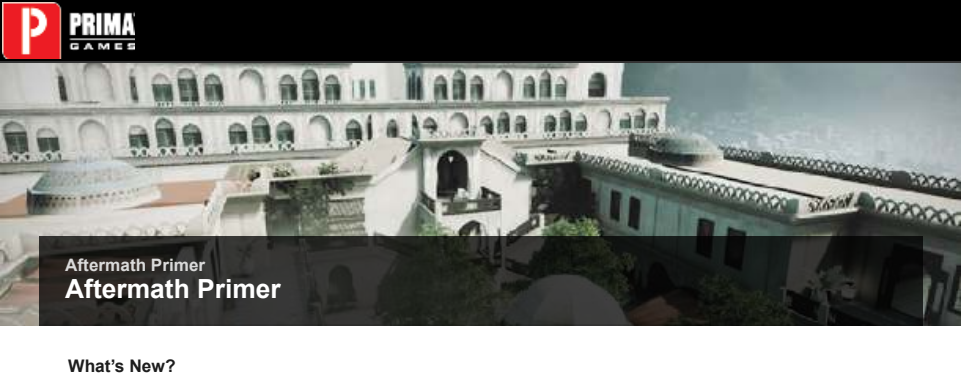
Camo	US Camo	RU Camo
	Navy Blue Digital	Woodland Oak
	Tactical	Berkut
	Desert Stripe	Digital Woodland
	Navy Blue Digital	Woodland Stripe

Armored Kill Compendium

Armored Kill Achievements & Trophies

Armored Kill Achievements and Trophies

Image	Name	Criteria	Gamerscore	Trophy
	Death from Above	Get one kill with the gunship.	20	Bronze
	Destroyer	Get 10 kills each with tank destroyer and mobile artillery.	30	Silver
	Drop Ship	Destroy the gunship.	30	Silver
	Offroad	Get one kill with the quad bike.	20	Bronze
	Superiority	Win a Tank Superiority round.	20	Bronze



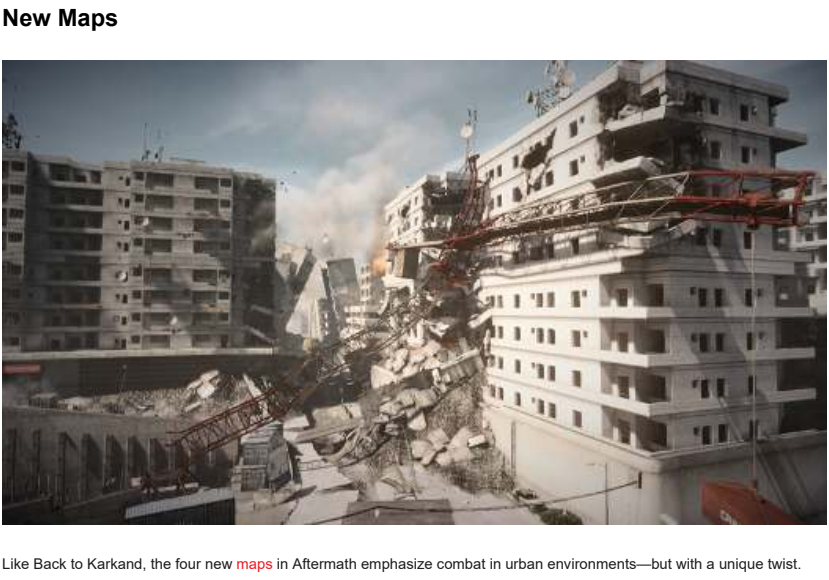
Aftermath Primer

Aftermath Primer

What's New?

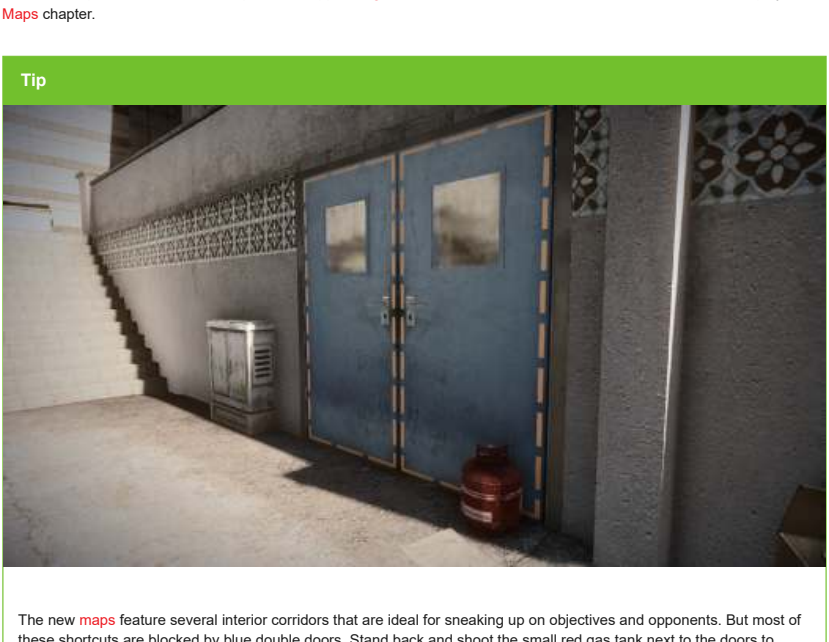
The Battlefield 3: Aftermath expansion pack takes place immediately following the devastating earthquake featured at the end of Operation Swordbreaker in the single-player campaign. Fighting amongst the devastation in this urban combat setting tests players in new ways, and offers plenty of opportunity for vertical gameplay. Damaged buildings create slopes to climb and cracked streets become trenches to take cover in. The earthquake has also damaged vehicles and weapons for both fighting forces, which has inspired a number of unique features in the expansion pack and changes how the game looks, feels, and plays.

New Maps



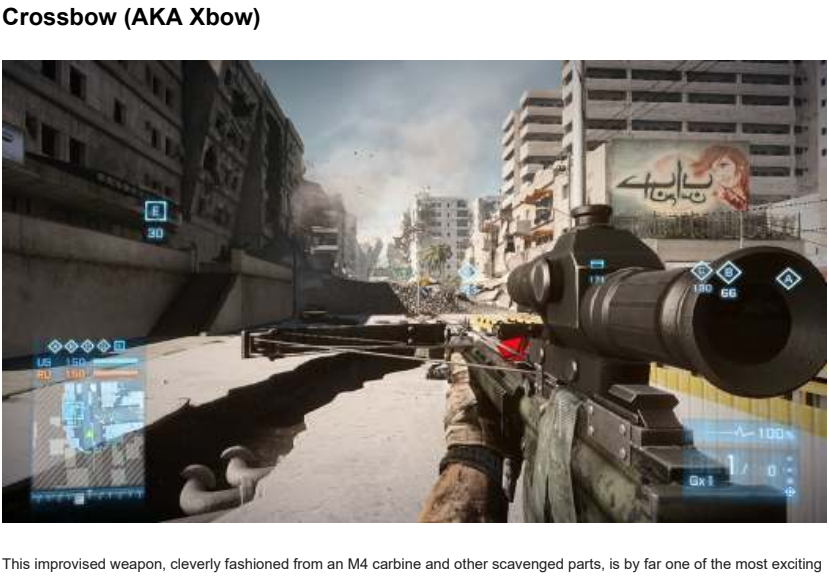
Like Back to Karkand, the four new maps in Aftermath emphasize combat in urban environments—but with a unique twist. The earthquake has completely devastated these once densely populated city centers, leaving crumbled buildings and rippled streets. So in addition to fighting pitched battles in a dangerous urban settings, soldiers must also adapt to the challenging, rubble-filled terrain before them. And in the case of the Epicenter map, the seismic activity hasn't subsided, resulting in unsettling aftershocks—engaging opponents while the ground is shaking adds an entirely new intensity to the Battlefield experience. Each new map and its supported game modes are covered in extreme detail within the Multiplayer Maps chapter.

Tip



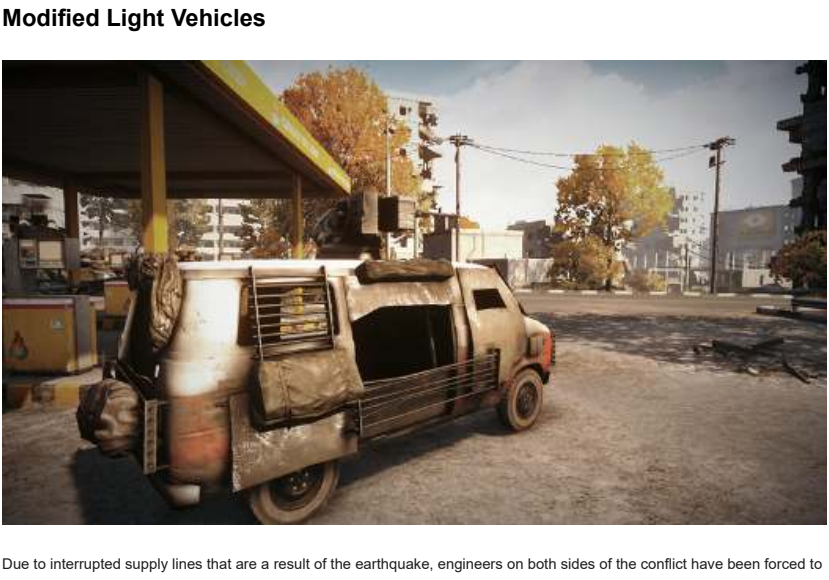
The new maps feature several interior corridors that are ideal for sneaking up on objectives and opponents. But most of these shortcuts are blocked by blue double doors. Stand back and shoot the small red gas tank next to the doors to trigger an explosion. The blast destroys the doors and opens a new path.

Crossbow (AKA Xbow)



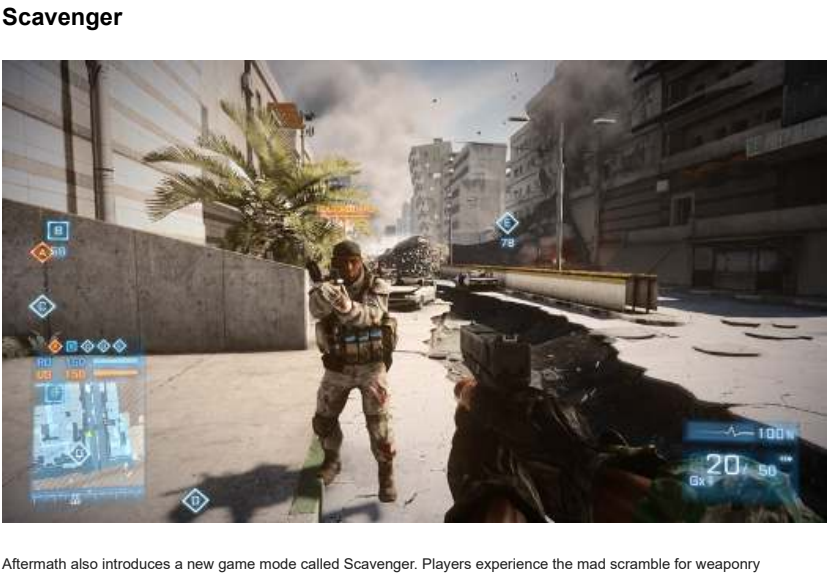
This improvised weapon, cleverly fashioned from an M4 carbine and other scavenged parts, is by far one of the most exciting features in Aftermath. With it, you can silently eliminate opponents with a variety of unique bolts. Despite their lethal capabilities, the new Xbow and Xbow Scoped are classified as gadgets and do not occupy your soldier's primary or sidearm weapon slot. While this expands your offensive options, it also means leaving behind gadgets like the medic kit and ammo box. But the power and versatility offered by these silent, single-shot weapons is a worthwhile trade-off once you get the hang of slinging bolts at unsuspecting opponents. For more information on the Xbow, Xbow Scoped, and the bolts they use, flip ahead to the Weapons and Vehicles chapter.

Modified Light Vehicles



Due to interrupted supply lines that are a result of the earthquake, engineers on both sides of the conflict have been forced to improvise. They have utilized scrap metal and other materials to modify existing vehicles for combat. Such ingenuity has led to the creation of the Rhino, Phoenix, and Barsuk. The Rhino is a civilian van equipped with extra armor and a heavy machine gun turret mounted on the roof, which makes it a formidable battle wagon and troop transport. The existing HMMWV and Vodnik have also been modified to create the Phoenix and Barsuk. These two customized light vehicles are equipped with heavy machine guns as well as devastating fully-automatic grenade launchers. The earthquake-ravaged environments aren't easy to traverse in a vehicle, so be mindful of damaged streets, sinkholes, and debris while racing through each map. Also, don't let the makeshift barricades found in many neighborhoods stop you—vehicles can crash or blast their way through these flimsy obstacles.

Scavenger

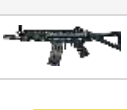


Aftermath also introduces a new game mode called Scavenger. Players experience the mad scramble for weaponry immediately following the earthquake. This infantry-only mode plays like a miniature version of Conquest, with five flags on each map serving as control points. As in Conquest, the goal in Scavenger mode is to capture and hold a majority of the flags (three or more) to initiate a drain on the opposing team's ticket count. The team whose ticket count is reduced to zero loses the match. But in addition to capturing and defending flags, all players face a unique challenge: At the start of each Scavenger match, all players are equipped with only a pistol and a grenade. The pistol is the only piece of equipment you can choose for your soldier during this mode—you can select any pistol you've already unlocked. All troop kit-based gadgets are unavailable, essentially making all classes equal. In addition to selecting your pistol you can also choose one soldier specialization, which functions normally. However, in this mode, the Ammo specialization does not give you more ammo when you spawn in. Instead, the Ammo specialization will grant you more ammo when interacting with the map's ammo crate. We'll reveal more on this later.

Weapons

Fortunately, players don't have to fight these battles with just pistols and grenades. Primary weapons are scattered across each map in predetermined locations called weapon spawners. There are three different levels of weapon spawners and each one produces a different type of weapon. Level 1 weapon spawners are the most common; they produce fast-firing, close-range PDWs. PDWs are a step up from the pistol you begin the match with, but you'll probably want to find something with a bit more range and damage output. The level 2 weapon spawners produce sniper rifles and shotguns, adding more lethality to your arsenal. But for the greatest versatility, seek out level 3 weapon spawners to gain access to carbines, assault rifles, and light machine guns. Level 3 weapon spawners are the most rare and usually are located in high-traffic areas of the map, often near flags. So before rushing toward one of these weapon spawners, make sure the surrounding area is clear of threats—it's not uncommon for opponents to camp these spots. To pick up a weapon produced by a weapon spawner, stand next to it and press the button/key shown on-screen. (This is just like picking-up a kit dropped by fallen players in other modes.) If you're quick, you can grab these weapons while on the move.

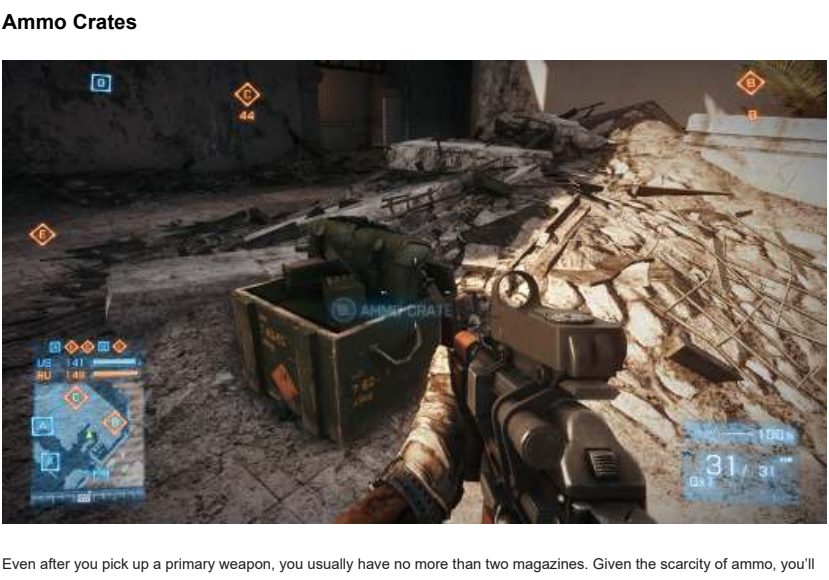
Scavenger Mode Weapons

Image	Weapon	Ammo	Optic Attachment	Primary Attachment	Secondary Attachment
Level 1					
	AS VAL	42	—	—	—
	M5K	42	—	—	—
	MP7	42	—	—	—
	P90	51	—	—	—
	PDW-R	42	—	—	—
	PP-19	55	—	—	—
	PP-2000	42	—	—	—
	UMP-45	52	—	—	—
Level 2					
	870MCS	15	Reflex (RDS)	—	Laser Sight
	DAO-12	16	KOBRA (RDS)	—	Laser Sight
	M1014	15	Holographic (HOLO)	—	Laser Sight
	M98B	12	ACOG (4x)	Straight Pull Bolt	Laser Sight
	MK11 MOD 0	12	Reflex (RDS)	Foregrip	Suppressor
	MKA3A1	16	Reflex (RDS)	—	Laser Sight
	SPAS-12	15	Reflex (RDS)	—	Laser Sight
	SVD	22	ACOG (4x)	Foregrip	Laser Sight
	Xbow	10	KOBRA (RDS)	—	—
	Xbow Scoped	10	PKS-07 (7x)	—	—
Level 3					
	A-91	62	KOBRA (RDS)	Foregrip	Laser Sight
	ACW-R	54	Reflex (RDS)	Foregrip	Laser Sight
	AK-74M	62	KOBRA (RDS)	Foregrip	Heavy Barrel
	AKS-74u	62	KOBRA (RDS)	Foregrip	Laser Sight
	G36C	62	Holographic (HOLO)	Foregrip	Heavy Barrel
	G3A3	42	ACOG (4x)	Foregrip	Heavy Barrel
	G53	62	Reflex (RDS)	Suppressor	Heavy Barrel
	M249	100	ACOG (4x)	Bipod	Laser Sight
	MTAR-21	62	Reflex (RDS)	Foregrip	Laser Sight
	PKP PECHENEG	100	KOBRA (RDS)	Bipod	Laser Sight
	QBZ-95B	62	Holographic (HOLO)	Foregrip	Laser Sight
	SCAR-H	42	Reflex (RDS)	Foregrip	Laser Sight
	SCAR-L	62	Holographic (HOLO)	Foregrip	Laser Sight
	SG553	62	Holographic (HOLO)	Foregrip	Heavy Barrel

Note

The weapon spawners generate weapons randomly, in no particular order. It's entirely possible for certain weapons to never make an appearance during a match. So instead of waiting for a specific weapon to appear, make the most of the weapons provided.

Ammo Crates

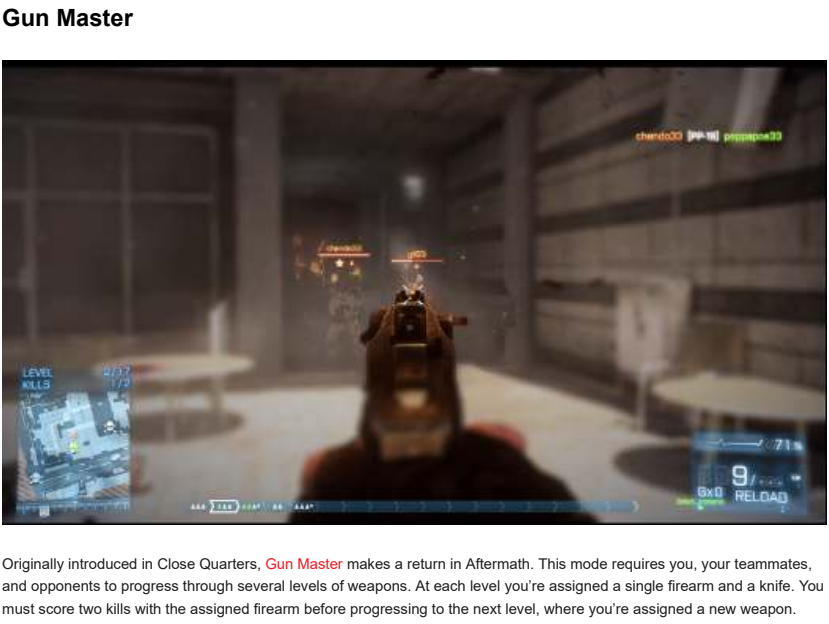


Even after you pick up a primary weapon, you usually have no more than two magazines. Given the scarcity of ammo, you'll need to pick up new weapons often. However, if you really like the weapon you currently have, there is one way to replenish your ammo. There is only one ammo crate on each map, and it's usually positioned in a dangerous high-traffic area. These crates are sometimes difficult to find because they do not appear on the minimap—but you can find them on our Scavenger mode maps in this guide. So once you learn the location of the ammo crate, memorize it and return often to keep your hungry weapon well fed. Like level 3 weapon spawners, ammo crates draw plenty of attention, so be aware of campers posted nearby. To interact with an ammo crate, simply stand in front of it to stock up on fresh magazines. Ammo crates also supply you with grenades—you can carry only one grenade unless you have chosen the Grenades specialization.

Tip

In Scavenger matches, coordinate with your squad to become an unstoppable hoard. Any stray enemies are not likely to have the firepower or foresight to stop your squad from encroaching upon them. There are no explosives to stop your squad, aside from the few grenades that opponents possess when they first spawn. Avoid picking up weapons when moving with your squad, unless it is needed. Doing so puts your squad at disadvantage, because your squad mates will not be able to pick up the weapon you just took.

Gun Master



Originally introduced in Close Quarters, Gun Master makes a return in Aftermath. This mode requires you, your teammates, and opponents to progress through several levels of weapons. At each level you're assigned a single firearm and a knife. You must score two kills with the assigned firearm before progressing to the next level, where you're assigned a new weapon. Knife kills do not count toward the two-kill total, but they result in demoting your victim. So if an opponent is progressing too quickly, kill them with a knife to knock them back a level. In the standard variant of this mode, every player begins at level one, equipped with a MP443 pistol and a knife. But as the match progresses and some players score more kills than others, the dynamic of each engagement differs, often giving players with a particular weapon a significant advantage over their opponents. For example, the first player to reach level four gains a PP-19 fully automatic PDW. This gives them a leg up on the competition still running around with pistols. But higher-level weapons aren't always better. The PNG-90 sniper rifle, equipped at level 15, is one of the most difficult weapons to master given the cramped spaces of each map. In the final level you're equipped only with a knife and must score a single kill to win the match.

During Gun Master matches, players are divided into two teams. While you can utilize teamwork to hunt down opponents, all spawning is random, which often places you in a remote area of the map. You cannot spawn on teammates. So take some time moving in the direction of your teammates, who appear as green ID tags on the HUD. While it's possible to succeed on your own, if you come across a group of players who are working together, you'll have a tough time surviving the engagement. You're better off moving around the map with one or two buddies. Before rushing into a Gun Master match, take a moment to review the weapons equipped at each level. Adjust your tactics at each acquired level to take advantage of the assigned weapon's strengths.

New Weapon Lists

In addition to the standard 17-level list of weapons, Aftermath adds eight new weapon lists to the mix for greater variety. These weapon lists can only be set by server administrators.

Gun Master Weapon Lists

Level	Standard Setup	Reverse Setup	Light Setup	Heavy Setup	Pistol Run!	Sniper's Delight	US Arms Race	RU Arms Race	EU Arms Race
1	MP443	Knife	M9	MP412 REX	M9	M9 Supp.	M9	MP443	G17C
2	93R	M320 LVG	G17C	.44 Magnum	MP443	G17C Supp.	M1911	MP412 REX	93R
3	.44 Magnum	JNG-90	93-R	SPAS-12	G17C	M1911 Supp.	870MCS	SAIGA 12K	SPAS-12
4	PP-19	M417	870MCS	MK3A3	M9 Supp.	SVD	PDW-R	PP-2000	MP7
5	P90	L86A2	SAIGA 12K	AK-74M	G17C Supp.	SKS	M4A1	PP-19	UMP-45
6	SPAS-12	LSAT	SPAS-12	F2000	M1911	MK11 MOD 0	M16A4	AS VAL	G36C
7	MK3A1	SCAR-L	DAO-12	G3A3	G18	QBU-88	M249	AKS-74u	M416
8	ACW-R	AUG A3	M1014	FAMAS	93R	M417	M240B	AK-74M	L85A2
9	MTAR-21	MTAR-21	PP-2000	SCAR-L	MP412 REX	M40A5	MK11 MOD 0	RPK-74	MG36
10	AUG A3	ACW-R	M5K	AUG A3	.44 Magnum	SV98	M40A5	SVD	M417
11	SCAR-L	MK3A1	P90	M249	Knife	L96	SMAW	RPG-7V2	M320
12	LSAT	SPAS-12	MP7	M60E4	—	JNG-90	Knife	Knife	Knife
13	L86A2	P90	AS VAL	QBB-95	—	M98B	—	—	—
14	M417	PP-19	PP-19	MG36	—	Xbow	—	—	—
15	JNG-90	.44 Magnum	UMP-45	LSAT	—	Knife	—	—	—
16	M320 LVG	93R	M320	C4	—	—	—	—	—
17	Knife	MP443	Knife	Knife	—	—	—	—	—

Classes: A New Look

Following the earthquake event depicted in the single-player campaign in Battlefield 3, operational capacity in the Iran region is severely compromised. From the ashes rise survivors who are beat-up but not beaten. The whole style and tone in the themed expansion pack is one of being down but not out, and you can even see it in the multiplayer character design: These soldiers have bandages, cuts, and bruises, and their clothes are torn.

Assault

US Assault

RU Assault

- Strengths: Well-rounded kit; heal/revive teammates
- Weakness: Weak anti-vehicle capability

The assault class is the most versatile of the four, proving effective in both offensive and defensive situations. When you're not sure what kit to choose, you can't go wrong with this one. The assault rifles associated with this kit are excellent at any range, and have great damage output and impressive rates of fire. Each assault rifle can also be equipped with the M320 40mm grenade launcher, which is great for blasting infantry, light-skinned vehicles, and even structures. The M26 MASS assault rifle attachment is a powerful shotgun capable of firing a variety of devastating ammo. Beyond their impressive offensive capabilities, the assault class is now responsible for healing injured teammates with the medic kit and reviving recently deceased teammates with the Defibrillator. The Defibrillator isn't immediately available, so keep playing as the assault class to unlock it; it's the first item unlocked.

Engineer

US Engineer

RU Engineer

- Strengths: Anti-vehicle specialist; vehicle repair
- Weakness: Limited anti-infantry capability

Engineers are great at taking out vehicles as well as fixing them. Out of the gate, the engineer is equipped with the SMAW or RPG-7V2 rocket launcher. Use this weapon (and the kit's unlockable FGM-148 Javelin) to take out enemy vehicles, including heavily armored tanks and IFVs. The first unlocks available to this class are the FIM-92 Stinger and SA-18 IGLA shoulder-fired anti-aircraft missiles, which are perfect for shooting down helicopters and jets. While the engineer is strong against vehicles, the kit's carbines are a bit underpowered, particularly at long range. So when you're not facing tons of vehicles, consider choosing a different kit with better performance against infantry. In addition to demolishing vehicles, the engineer can also repair them with the Repair Tool. Repairing manned friendly vehicles can earn you Repair points that serve as a great way to supplement your score. Try to use the vehicle you're repairing as cover, to avoid getting picked off by enemies.

Support

US Support

RU Support

- Strengths: Solid anti-infantry kit; ammo resupply
- Weakness: Limited anti-armor capability

The support kit is a crucial member of any squad, regardless of the tactical situation. These guys carry the massive light machine guns that are capable of laying down high volumes of sustained fire and are great for suppressing enemy infantry. The support class also has access to some of the most devastating weapons in the game, including C4, Claymores, and the new M224 Mortar. When they're not busy scoring kills, support troops should supply teammates using the ammo box. The ammo box dispenses ammunition to all within a small radius. There are no ammo crates in multiplayer, so it's up to the support players to replenish everyone's ammo. You earn a Resupply bonus (10 points) whenever a teammate retrieves ammo from an ammo box, so don't be stingy with these things. Scatter them around your teammates to boost your score. Since this is the only kit equipped with explosives, support players are also effective at taking out enemy vehicles with C4, either through direct application or through the creation of car bombs. So if you're not satisfied laying down suppressive fire from a distance, take the fight to close range and do some damage with your explosives. But such attacks are extremely dangerous, so you had better have an assault buddy nearby to revive you.

Recon

US Recon

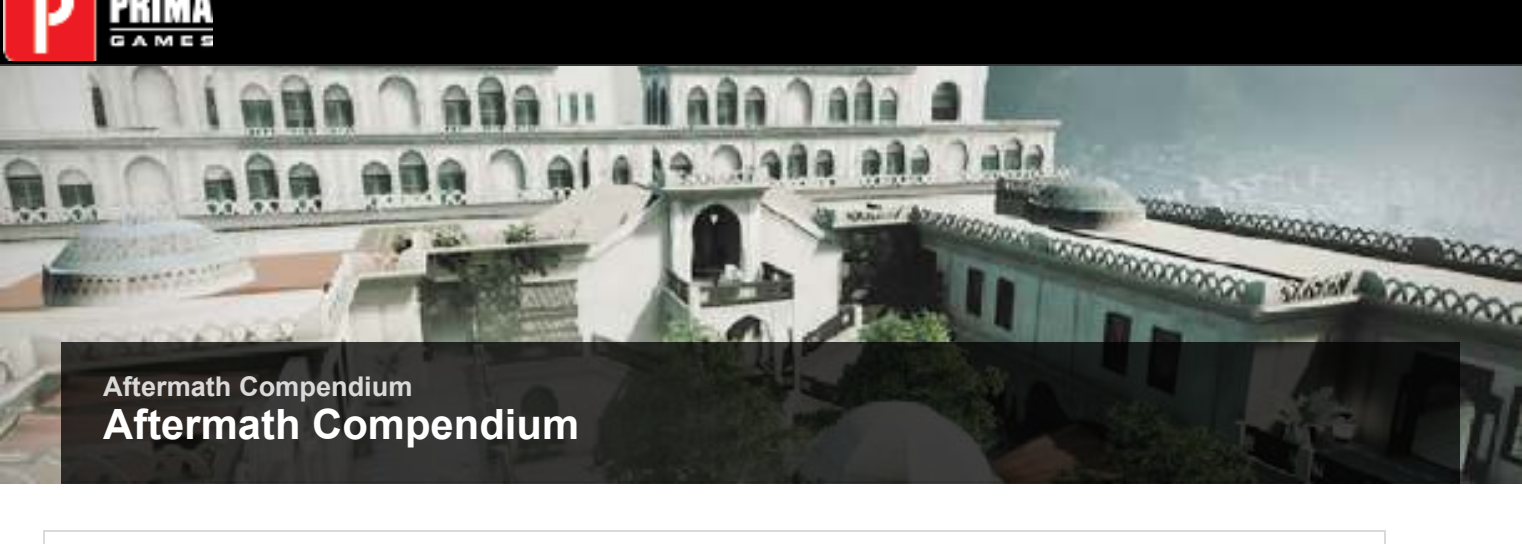
RU Recon

- Strength: Long-range/spotting specialist
- Weaknesses: Slow-firing; vulnerable in close quarters

The recon class is much more than just a sniper. Gadgets like the Radio Beacon, SOFLAM, MAV, and T-UGS motion sensor put a greater emphasis on team play, allowing the recon player to fill a more supportive role. It's up to the recon class to spot targets for infantry and vehicles, informing teammates of enemy movement and designating targets for laser-guided munitions. But this doesn't mean recon troops can't also crack skulls at long range. The sniper rifles offered by this kit require the greatest amount of skill and patience of any weapon type, so they are best reserved for players willing to put in the practice to master them. Unless you score headshots every time, it will take two or three hits to down an opponent. Accuracy and stability can be improved significantly by firing from a prone position with a Bipod.

Note

Although the classes look different, they still play exactly the same. You can still apply camo to these soldiers to customize them with any patterns you've already unlocked.



Aftermath Compendium

Aftermath Compendium

Multiplayer Scoring System

Action	Points	Description
ATTACK ORDER FOLLOWED	20	Have a squad mate follow the attack order.
AVENGER BONUS	10	Kill an enemy within 3 seconds of him killing a friendly.
COMEBACK	10	Comeback from a streak of 5 or more consecutive deaths. Score equals the number of consecutive deaths x10.
DEFEND ORDER FOLLOWED	20	Have a squad mate follow the defend order.
DESIGNATED TARGET HIT	100	Score is based on how much damage the locked missile does.
DESTROYED EXPLOSIVE	20	Destroy an enemy explosive (claymore, mine, or C4).
DOG TAG SAVIOR	50	Rescue a teammate just as he is about to be stabbed.
DOUBLE KILL	40	Kill two enemies in 0.8 seconds of each other.
DRIVER ASSIST	10	Have a passenger in your vehicle kill an enemy.
ENEMY DOWN	100	Kill an enemy.
EQUIPMENT DESTROYED	20	Destroy a stationary weapon that is occupied by an enemy or equipment placed by an enemy. This includes EOD Bots, MAV, Mortar, Radio Beacon, SOFLAM and T-UGS.
FLAG CAPTURE ASSIST	50	Participate in a flag capture.
FLAG CAPTURED	250	Capture a flag.
FLAG DEFEND	20	Kill someone while you or the victim is in the radius of a flag owned by your team.
FLAG NEUTRALIZE ASSIST	150	Participate in a flag neutralize.
FLAG NEUTRALIZED	200	Neutralize an enemy flag.
HEADSHOT BONUS	10	Kill an enemy with a headshot.
HEAL	10	Heal points awarded for every 20% health healed on a friendly.
KILL ASSIST	10-100	Do at least 10 points of damage to an enemy and have a teammate finish them off. Note that this caps out at 100, as healing can restore the enemy's hit points.
KILLSTREAK STOPPED	10	Kill an enemy who has made 6 or more kills without dying. The score awarded equals the number of kills in the enemies streak x10.
MARKSMAN BONUS	100+	Score a headshot with a sniper rifle. Score equals the distance to the target.
M-COM ARMED	100	Arm an M-COM station.
M-COM ATTACK KILL	20	Kill an enemy that is disarming the crate.
M-COM DEFENSE KILL	20	Kill an enemy that is arming the crate.
M-COM DESTROYED	500	Destroy an M-COM station.
M-COM DISARMED	200	Disarm an M-COM station.
MOTION SENSOR ASSIST	20	Enemy was killed while in your T-UGS's or MAV's motion sensor range.
MULTIPLE KILL	100	Kill four or more enemies within 0.8 seconds of each other.
NEMESIS KILL	10	Kill the same enemy 6 or more times. The score awarded equals the number of kills x 10.
NEMESIS PAYBACK	10	Kill your nemesis. The score awarded equals the number of times your nemesis has killed you x10.
REPAIR	10	Repair vehicle points given for every 10% of damage repaired.
RESUPPLY	10	Resupply a teammate.
ROAD KILL	10	Run over an enemy.
SAVIOR BONUS	20	kill an enemy within 2 seconds of him dealing 50 to 99% of damage to a friendly.
SPOT BONUS	10	Spot an enemy and have a teammate kill them.
SQUAD ATTACK ORDER	20	Attack an objective that the leader has designated.
SQUAD DEFEND ORDER	20	Defend an objective that the leader has designated.
SQUAD DRIVER ASSIST	20	Have a squad mate who is a passenger in your vehicle make a kill.
SQUAD ELIMINATED	10	Kill all members in a squad.
SQUAD HEAL	20	Heal a squad mate.
SQUAD PASSENGER ASSIST	20	Have a squad mate who is driving your vehicle make a kill.
SQUAD RESUPPLY	20	Resupply a squad mate.
SQUAD REVIVE	110	Revive a squad mate.
SQUAD SPAWN ON YOU	10	Have a squad mate spawn on you.
SUPPRESSION ASSIST	50	Suppress an enemy and have a teammate kill them.
TARGET DESIGNATED	10	Lock on to an enemy vehicle with the target designator.
TEAM PASSENGER ASSIST	10	Have the driver in your vehicle kill an enemy.
TEAM REVIVE	100	Revive a teammate.
TRIPLE KILL	60	Kill three enemies within 0.8 seconds of each other.
VEHICLE DESTROY	50	Destroy a vehicle within 10 seconds of an enemy leaving it.
VEHICLE DESTROY ASSIST	10–100	Do at least 10 points of damage to an enemy vehicle and have a teammate destroy it. Points awarded are based on how much damage was done.
VEHICLE DISABLED	100	Disable a vehicle.

Aftermath Assignments
Sticks and Stones

Criteria:

- Win 3 rounds in Scavenger.

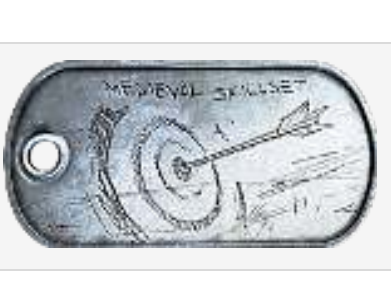
Reward:	
Xbow	

Archery 101

OLD SCHOOL WARRIOR
5

Criteria:

- Get 5 Xbow kills.

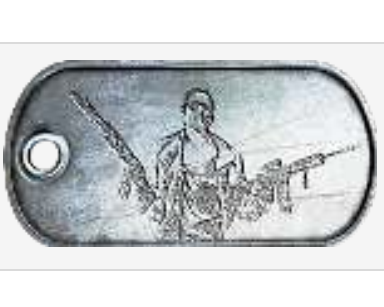
Reward:	
Old School Warrior Dog Tag	

This Is My Boom Stick

SQUEEZING THE TRIGGER
50
50

Criteria:

- Get 50 kills with carbines.
- Get 50 kills with assault rifles.

Reward:	
Squeezing the Trigger Dog Tag	

Go Play Close Quarters

RIFLE SCOPED CROSSBOW
150
150
150

Criteria:

- Total of 150 meters headshots with sniper rifles.
- Total of 150 meters headshots with assault rifles.
- Total of 150 meters headshots with carbines.

Reward:	
Xbow Scoped	

It Is OK To Thank Me

CROSSBOW SCAN BOLT
20
10
1

Criteria:

- Complete Sticks and Stones assignment.
- Get 20 spot assists.
- Designate 10 vehicles.
- Get 1 designated assist.

Reward:	
Scan Bolt	

Stay Away From My Tent

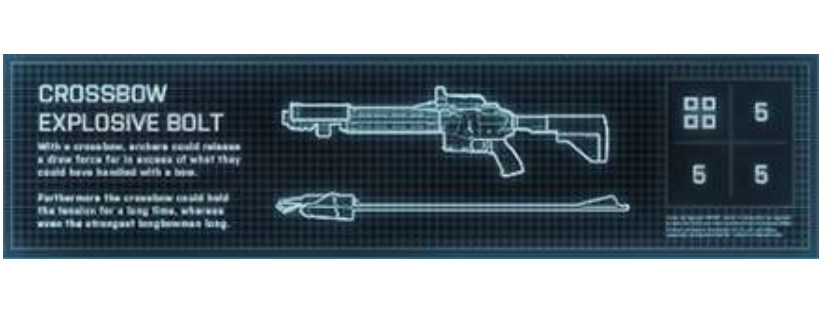
CROSSBOW BALANCED BOLT
50
10

Criteria:

- Complete Sticks and Stones assignment.
- Get 50 kills with sniper rifles.
- Get 10 headshot kills with sidearm.

Reward:	
Balanced Bolt	

A Good Demo Man



Criteria:

- Complete Sticks and Stones assignment.
- Get 5 kills with hand grenades.
- Get 5 kills with underslung grenades.
- Get 5 kills with C4.

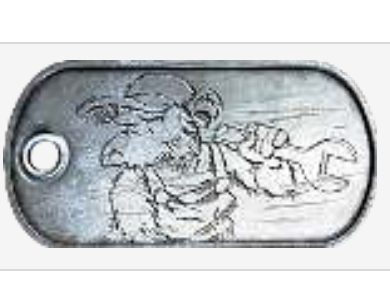
Reward:	
HE Bolt	

Riding Shotgun

GREASE MONKEY
5
5
5

Criteria:

- Get 5 kills in the Phoenix.
- Get 5 kills in the Barsuk.
- Get 5 kills in the Rhino.

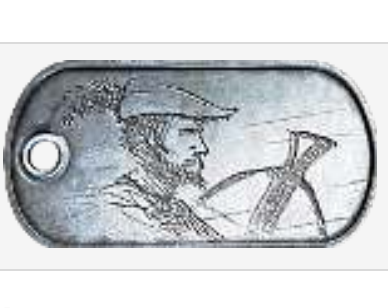
Reward:	
Grease Monkey Dog Tag	

William Tell

WILLIAM TELL
150
50

Criteria:

- Complete Archery 101 assignment.
- Total of 150 meters headshots with the Xbow.
- Get 50 kills with Xbow.

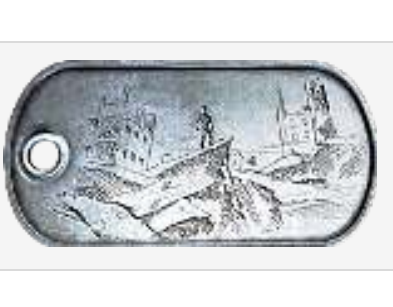
Reward:	
William Tell Dog Tag	

On Top of the Richter Scale

QUAKE SURVIVOR
200
1x4

Criteria:

- Play 1 hour of Epicenter.
- Play 1 hour of Markaz Monolith.
- Play 1 hour of Talah Market.
- Play 1 hour of Azadi Palace.
- Pick up 200 weapons in Scavenger.

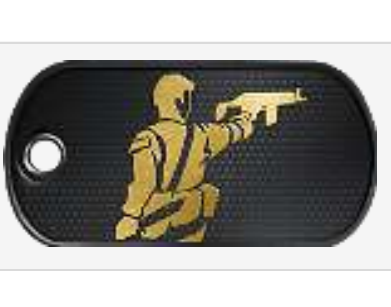
Reward:	
Quake Survivor Dog Tag	

Premium Assignments: Tier 1
Battlescars

BATTLESCARS
25
25
50

Criteria:

- Get 25 knife kills.
- Get 50 kills with the SCAR-H.
- Get 50 kills with the SCAR-L.

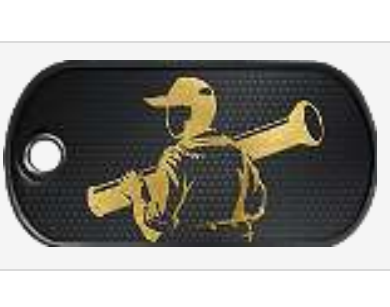
Reward:	
Battlescars Dog Tag	

Fire in the Hole!

FIRE IN THE HOLE
20
50

Criteria:

- Destroy 20 pieces of enemy equipment with the M67 grenade.
- Get 50 kill with the AT launchers.

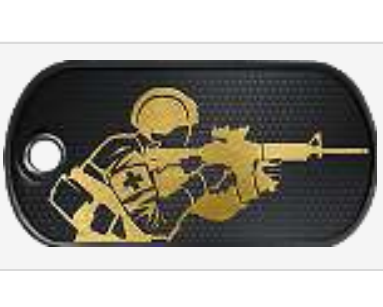
Reward:	
Fire in the Hole! Dog Tag	

Combat Medic

COMBAT MEDIC
100
200
200

Criteria:

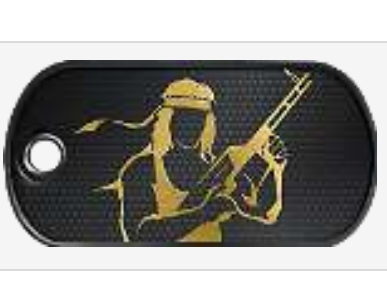
- Revive 100 teammates.
- Revive 100 squad mates.
- Get 200 team heals.
- Get 200 squad heals.

Reward:	
Combat Medic Dog Tag	

Rambo

Criteria:

- Get 20 kills in one round.
- Get 10 kills without dying.
- Get 5 multi-kills.

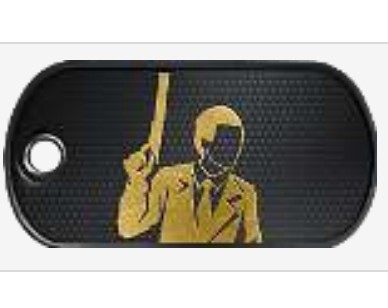
Reward:	
Rambo Dog Tag	

Silent Hunter

SILENT HUNTER
50
100

Criteria:

- Get 50 kills with silenced MP443.
- Get 100 kills with AS VAL.

Reward:	
Silent Hunter Dog Tag	

Premium Assignments: Tier 2
M416 Specialist

WOODLAND STRIPE
M416

Criteria:

- Get 100 kills with the M416.
- Get 25 avenger kills.
- Get 15 Medical Efficiency Ribbons.

Reward: M416 Woodland Stripe Camo

ACW-R Specialist

DIGITAL WOODLAND
ACW-R

Criteria:

- Get 100 kills with the ACW-R.
- Disable 50 vehicles.
- Get 15 Carbine Ribbons.

Reward: ACW-R Digital Woodland Camo

JNG-90 Specialist

NAVY BLUE
JNG-90

Criteria:

- Get 100 kills with the JNG-90.
- Get 50 spot assists with the T-UGS.
- Get 15 Surveillance Efficiency Ribbons.

Reward: JNG-90 Navy Blue Camo

M240B Specialist

WOODLAND OAK
M240B

Criteria:

- Get 100 kills with the M240B.
- Resupply teammates 100 times.
- Get 15 LMG Ribbons.

Reward: M240B Woodland Oak Camo

PP-19 Specialist

DESERT STRIPE
PP-19

Criteria:

- Get 50 kills with the PP-19 as Assault.
- Get 50 kills with the PP-19 as Support.
- Get 50 kills with the PP-19 as Engineer.
- Get 50 kills with the PP-19 as Recon.

Reward: PP-19 Desert Stripe Camo

Aftermath Awards

Ribbon	Name	Criteria	Points
	Scavenger Ribbon	Finish a Scavenger round.	200
	Scavenger Winner Ribbon	Win a Scavenger round.	500
	Scavenger Medal	Obtain the Scavenger Winner Ribbon 50 times.	10000

Aftermath Dog Tags (Left)

Dog Tag	Name	Criteria
	Scavenger	Obtain Scavenger Ribbon 10 times.
	Scavenger Winner	Obtain Scavenger Winner Ribbon 10 times.
	Old School Warrior	Complete assignment Archery 101.
	Xbow Proficiency	Obtain Xbow Service Star 1.
	Xbow Scoped Proficiency	Obtain Xbow Scoped Service Star 1.

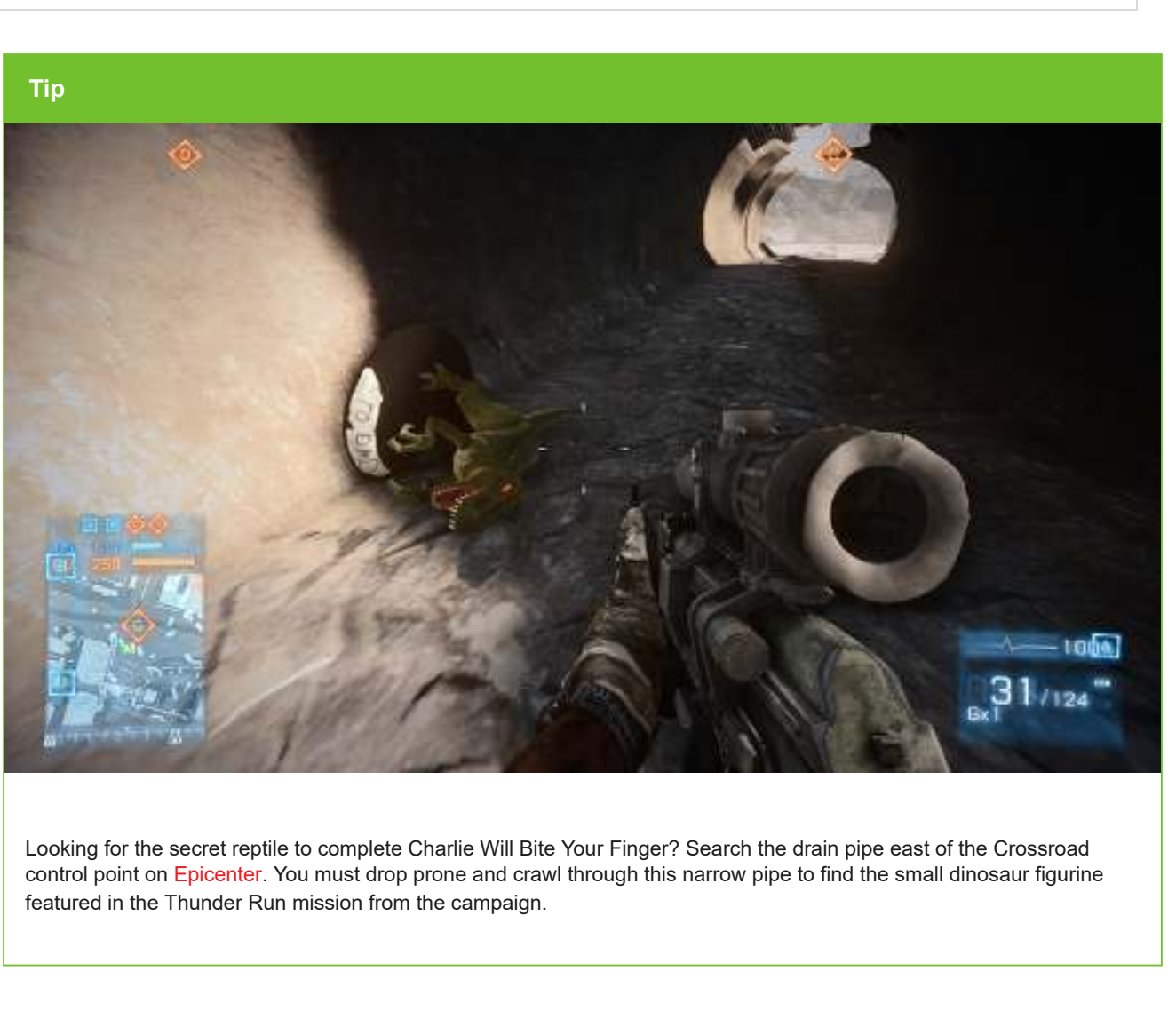
Aftermath Dog Tags (Right)

Dog Tag	Name	Criteria
	Grease Monkey	Complete assignment Riding Shotgun.
	Quake Survivor	Complete assignment On Top of the Richter Scale.
	Scavenger	Obtain Scavenger Medal one time.
	Squeezing the Trigger	Complete assignment This is My Boom Stick.
	William Tell	Complete assignment William Tell.
	Xbow Master	Obtain Xbow Service Star 5.
	Xbow Scoped Master	Obtain Xbow Scoped Service Star 5.

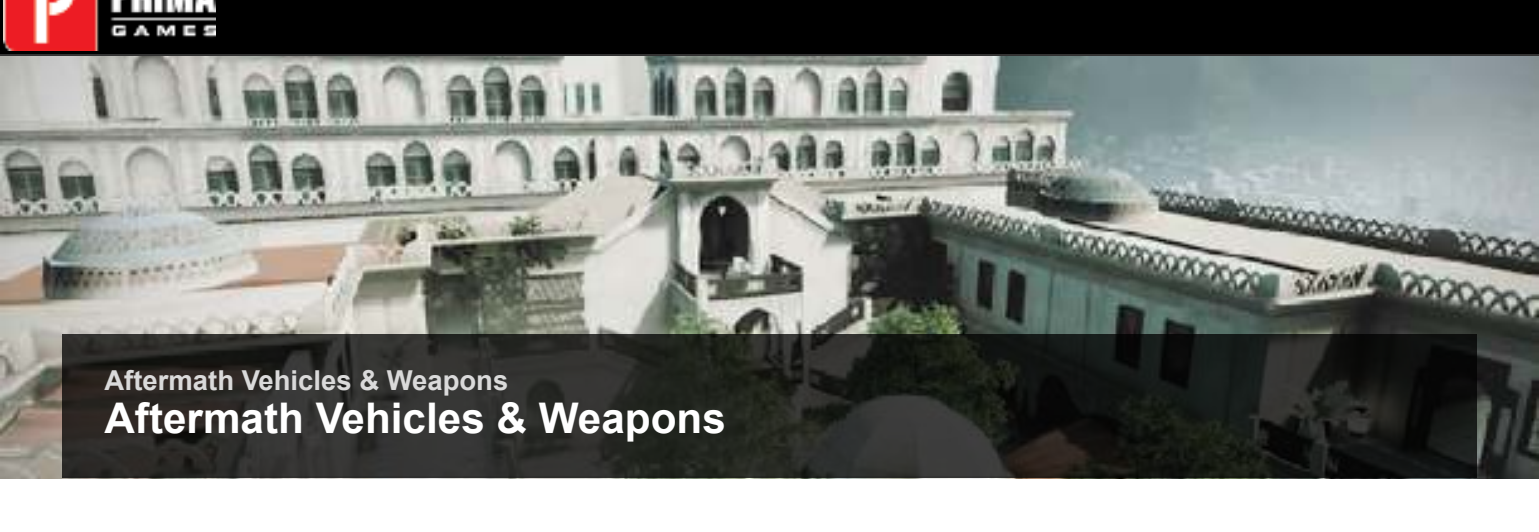
Aftermath Achievements and Trophies

Image	Name	Criteria	Gamerscore	Trophy
	Charlie Will Bite Your Finger	Find the secret reptile.	30	Silver
	Extreme Hoarder	Pick up 50 weapons in Scavenger mode.	20	Bronze
	Handyman	Unlock all Xbow parts.	20	Bronze
	Homemade Javelin	Destroy a vehicle using the Xbow.	20	Bronze
	Pockets Full of Death	Without dying, get a kill with a Xbow, primary weapon, and hand grenade.	30	Silver

Tip



Looking for the secret reptile to complete Charlie Will Bite Your Finger? Search the drain pipe east of the Crossroad control point on Epicenter. You must drop prone and crawl through this narrow pipe to find the small dinosaur figurine featured in the Thunder Run mission from the campaign.



Aftermath Vehicles & Weapons

Aftermath Vehicles & Weapons

The earthquake-ravaged landscapes in Aftermath aren't the only things that are a little worse for wear. A complete logistical breakdown has forced soldiers from both sides of the conflict to wage war with what little resources they have at their disposal. The results are some truly inventive, yet crude, implements forged from scavenged weapons, vehicles, and other miscellaneous debris. The improvised weapons and vehicles introduced in this expansion may not look pretty, but they're more than capable of getting the job done.

Xbows and Bolts
Improvised from a heavily modified M4, the Xbow is a single-shot projectile weapon, much like a bolt-action sniper rifle. The difference lies in how ammunition is handled. The crossbow fires arrow-like bolts instead of bullets. In addition to the default Standard Bolt, there are three other bolts to unlock and choose—you can only select bolts you've unlocked by completing specific assignments. Each bolt has its own characteristics that affect range and damage output. This allows you to choose the proper ammo for different tactical situations. For example, the Standard Bolt does nothing to vehicles, but the High-Explosive (HE) Bolt can inflict some serious damage to all units, including tanks. By pressing the fire mode select button, you switch bolt types on the fly—the firing mode icons are replaced by bolt type indicators while wielding the Xbow or Xbow Scoped. Unlike standard firearms, the Xbows aren't fed through magazines. Instead, bolts must be loaded manually, one at a time. As a result, the Xbows are difficult to use in chaotic close-quarter firefights. It's best to equip this weapon when engaging single, unsuspecting opponents. Each soldier can carry a maximum of 10 bolts for their Xbow. But new bolts can be acquired from the support class's ammo box or from the new ammo crates available during Scavenger mode. The best part about the Xbows is that they're available to all classes and don't occupy a weapon slot. Instead, they occupy the soldier's first gadget slot. This gives each soldier the opportunity to carry a pistol and primary weapon in addition to their Xbow. However, it also means you'll need to leave behind valuable gadgets like medic kits, rocket launchers, and ammo boxes in favor of carrying an Xbow.

Xbow Achievements and Trophies

Image	Name	Criteria	Gamerscore	Trophy
	Handyman	Unlock all Xbow parts.	20	Bronze
	Homemade Javelin	Destroy a vehicle using the Xbow.	20	Bronze
	Pockets Full of Death	Without dying, get a kill with an Xbow, primary weapon, and hand grenade.	30	Silver

Xbow

Ammo: Standard Bolt (default)

Rate of Fire: Single-Shot

Magazine Capacity: 1

Range: Short to Intermediate

Unlock: Sticks and Stones assignment

- Win 3 rounds in Scavenger

Field Notes

Of the two Xbows, this is the easiest to unlock—just keep playing Scavenger mode until your team racks up three wins. This Xbow is equipped with a KOBRA (RDS) Red Dot Sight, which allows for quick target acquisition but no magnification. When first firing this weapon, be prepared for significant bolt drop when engaging targets at a distance beyond a few meters. To compensate for the drop, aim high. The weapon also takes a long time to reload. So if you miss with your first shot, consider switching to your primary weapon to finish off the target.

Xbow Scoped

Ammo: Standard Bolt (default)

Rate of Fire: Single-Shot

Magazine Capacity: 1

Range: Intermediate to Long

Unlock: Go Play Close Quarters assignment

- Total of 150 meters headshots with sniper rifles
- Total of 150 meters headshots with assault rifles
- Total of 150 meters headshots with carbines

Field Notes

Unlocking this weapon is easier than it sounds. You must simply accrue a series of headshots with sniper rifles, assault rifles, and carbines. The distance of each headshot is applied to the 150 meter total required for each weapon—you do not need to score one 150 meter headshot with each weapon. This Xbow variant is fitted with a PKS-07 (7x) scope that makes it the perfect long-range weapon when paired with the extremely accurate Balanced Bolt. The powerful magnification of the scope makes the weapon difficult to use in close quarters, so reserve this Xbow for those impressive long-range kills.

Service Stars

Like all weapons, you earn a service star for every 100 kills you score with the Xbow or Xbow Scoped. A maximum of 100 service stars can be earned for each weapon.

Bolts

Bolts are smaller and heavier than arrows fired by bows. They use similar ballistics as bullets, but travel slightly slower. Cumbersome to load and slow in travel, bolts make up for their drawbacks by packing some serious power. As long as a target is within optimal range, scoring a center mass hit or headshot with a bolt is almost always lethal.

Standard Bolt

Damage: Medium

Range: Short to Intermediate

Unlock: Default ammo for Xbow and Xbow Scoped

Field Notes

The Standard Bolt is immediately available upon unlocking the Xbow or Xbow Scoped weapons. Fitted with a barbed tip, this bolt experiences significant drop over distance, even when engaging targets within 25 meters. To compensate for range, aim high. Although its accuracy leaves much to be desired, the Standard Bolt hits with a lot of force, often killing opponents with a single hit.

Scan Bolt

Damage: Medium

Range: Short to Intermediate

Unlock: It Is OK To Thank Me assignment

- Get 20 spot assists
- Designate 10 vehicles
- Get 1 designated assist

Field Notes

The Scan Bolt combines the lethality of the Standard Bolt with the reconnaissance benefits of a T-UGS motion sensor. It displays enemy movement on the minimaps of your teammates. Unlocking this bolt is fairly straightforward, but it helps to have access to the recon class's SOFLAM to designate vehicles and get a designated assist. If you don't have the SOFLAM yet, you can laser-designate vehicles from the third seat in a tank equipped with the CITV Station gadget or by using a helicopter's Laser Painter pilot upgrade. Once unlocked, fire this bolt into high-traffic areas to help direct your teammates toward opponents—this is a great way to score some Motion Sensor Assists. The bolt is also lethal when fired directly at an opponent. The motion sensor will continue detecting enemy movement at the spot where your victim fell.

HE Bolt

Damage: High

Range: Short

Unlock: A Good Demo Man assignment

- Get 5 kills with hand grenades
- Get 5 kills with underslung grenades
- Get 5 kills with C4

Field Notes

To unlock this devastating bolt you must first score a few kills with a variety of explosive weapons. The HE Bolt is a modified Standard Bolt with a small C4 charge taped to the tip. Due to the extra weight on the tip, the bolt flies only a few meters before dropping to the ground and exploding on impact. Due to the extreme bolt drop, always aim high, just as you would when firing a grenade launcher—but aim even higher. The C4 charge exhibits minimal splash damage, but inflicts massive damage when scoring a direct hit, particularly against infantry. In a pinch, this bolt can also damage vehicles, including tanks. But the HE Bolt does significantly less damage than an engineer's rocket launcher or a standard C4 charge carried by support troops. Still, for classes with no anti-vehicle capability, it's a nice addition.

Balanced Bolt

Damage: Medium

Range: Long

Unlock: Stay Away From My Tent assignment

- Get 50 kills with sniper rifles
- Get 10 headshot kills with sidearm

Field Notes

The Xbows reach their full potential with this highly accurate, long-range bolt. But before you can load one of these bad boys, you must unlock it by scoring several headshots with sniper rifles and pistols. Once the Balanced Bolt is available, try it out against a distant target. Unlike the other bolts, the Balanced Bolt experiences very little drop, even when engaging targets beyond 50 meters. Aim directly at your target to score a hit. Pair this bolt with the Xbow Scoped to take advantage of the magnification offered by the PKS-07 (7x) scope. The powerful scope makes it much easier to score lethal headshots from any range.

Xbow-Related Assignments

Sticks and Stones

Criteria:

- Win 3 rounds in Scavenger.

Reward:	
Xbow	

Go Play Close Quarters

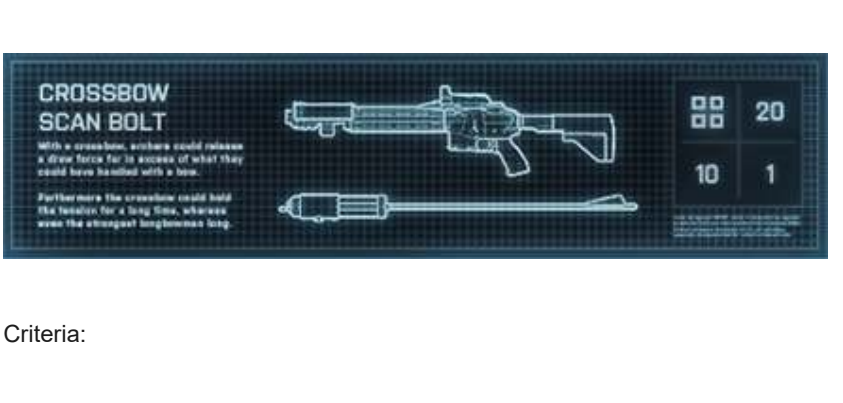
RIFLE SCOPED
CROSSBOW
150
150
150

Criteria:

- Total of 150 meters headshots with sniper rifles.
- Total of 150 meters headshots with assault rifles.
- Total of 150 meters headshots with carbines.

Reward:	
Xbow Scoped	

It Is OK To Thank Me

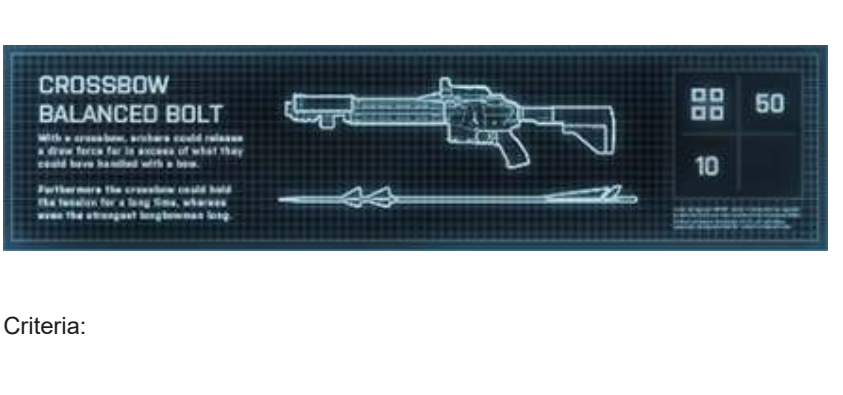


Criteria:

- Complete Sticks and Stones assignment.
- Get 20 spot assists.
- Designate 10 vehicles.
- Get 1 designated assist.

Reward:	
Scan Bolt	

Stay Away From My Tent

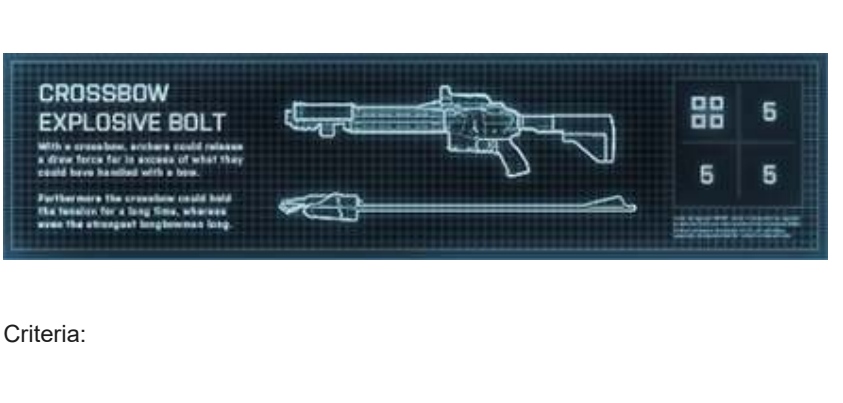


Criteria:

- Complete Sticks and Stones assignment.
- Get 50 kills with sniper rifles.
- Get 10 headshot kills with sidearm.

Reward:	
Balanced Bolt	

A Good Demo Man

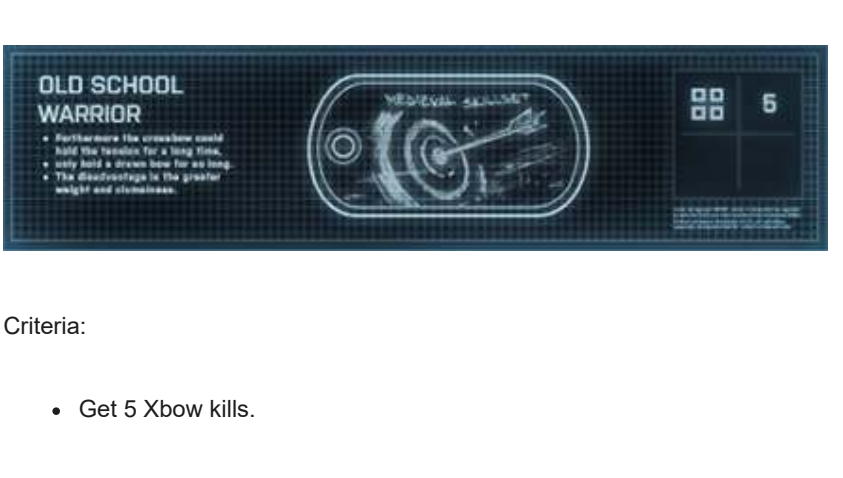


Criteria:

- Complete Sticks and Stones assignment.
- Get 5 kills with hand grenades.
- Get 5 kills with underslung grenades.
- Get 5 kills with C4.

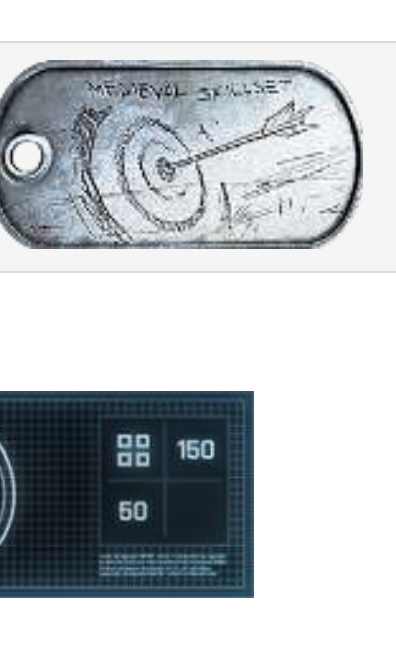
Reward:	
HE Bolt	

Archery 101

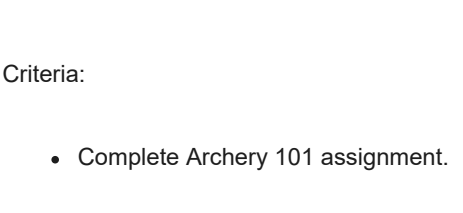


Criteria:

- Get 5 Xbow kills.

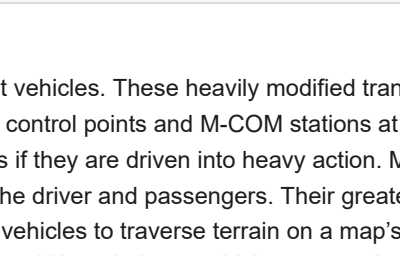
Reward:	
Old School Warrior Dog Tag	

William Tell



Criteria:

- Complete Archery 101 assignment.
- Total of 150 meters headshots with the Xbow.
- Get 50 kills with Xbow.

Reward:	
William Tell Dog Tag	

Light Vehicles
The Aftermath expansion adds three new light vehicles. These heavily modified transports are the fastest land vehicles available on the new maps, useful for rushing control points and M-COM stations at the start of a battle. But their light armor and exposed positions make them death traps if they are driven into heavy action. Most explosive munitions can disable these vehicles with one hit, potentially killing the driver and passengers. Their greatest defensive asset is their speed and off-road capability. To ensure survival, use these vehicles to traverse terrain on a map's periphery and stay away from heated battles near control points and M-COM stations. Although these vehicles can attain high speeds on roads, most roads are traveled by larger and more deadly vehicles like tanks and IFVs. When possible, stay off-road and out of sight. Such tactics are essential when staging raids on distant enemy-held control points or M-COM stations. There are no vehicle unlocks or loadout options for these vehicles.

Rhino

- Nationality: US and RU
- Description: Modified van with remote turret and open passenger seats.

Vehicle Performance

Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐☐☐☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	HMG .50
2	Passenger	Troop Kit
3	Passenger	Troop Kit
4	Passenger	Troop Kit

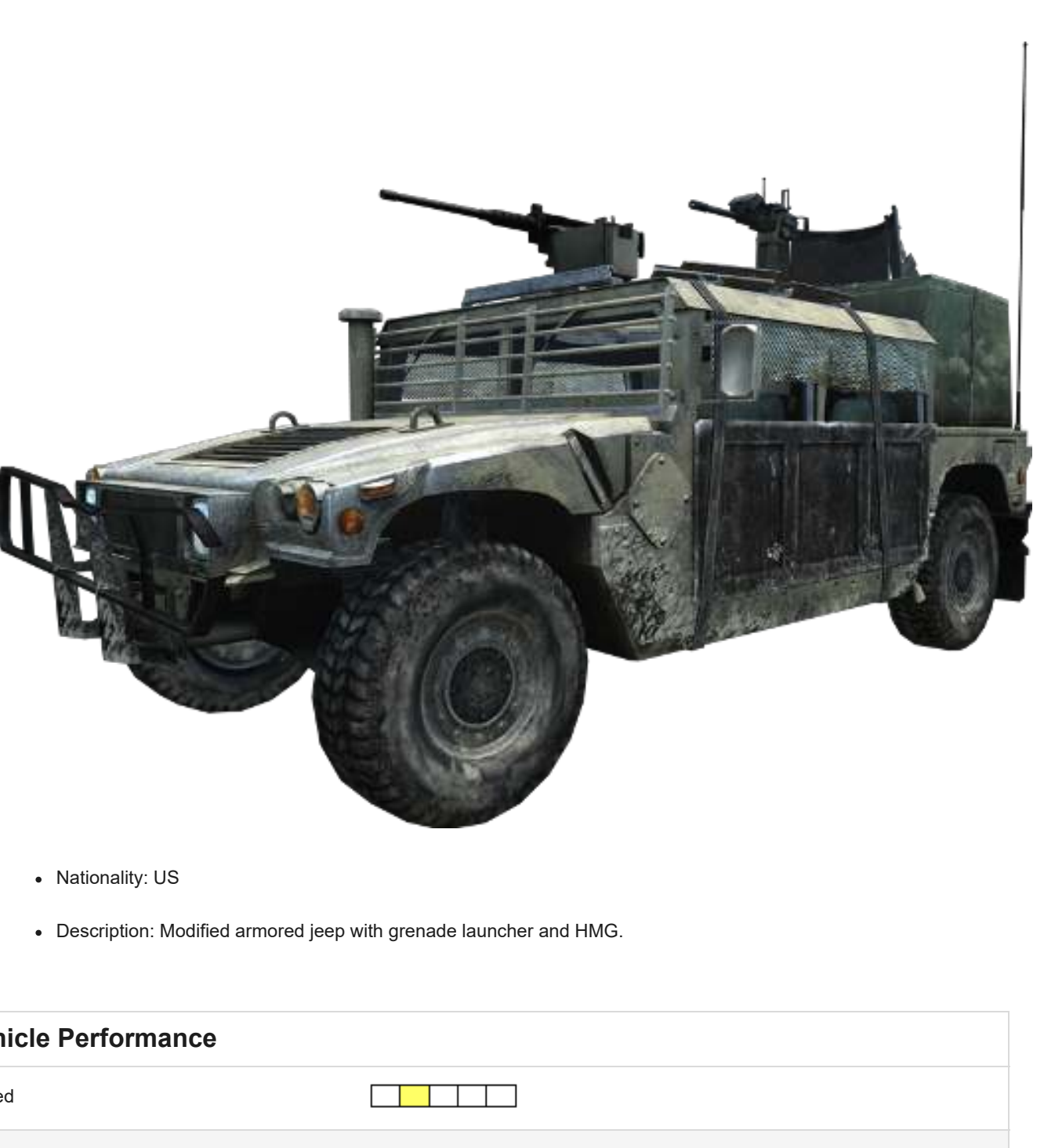
Field Notes

The Rhino is a heavily modified civilian van that is available to both teams. The remote heavy machine gun turret on top of the van is controlled by the driver, so it's got the feel of driving an IFV or tank. With sheets of metal welded over the most of the van's front windows, the driver operates the vehicle from the turret's camera view. In addition to the HMG turret, the Rhino has four passenger positions, which allows troops to fire their own weapons from the side and rear windows. The open windows provide some cover as well as a good view of the vehicle's periphery, which is ideal for targeting enemy support soldiers hoping to slap a C4 charge to the side of the vehicle.

Tip

An engineer riding in the Rhino can repair the vehicle from the passenger seat. Simply aim the Repair Tool at a piece of the vehicle's interior to perform repairs while on the go. When an engineer, assault, and support soldier fill the passenger seats, the Rhino can be a force to reckon with. While the engineer repairs and fires rockets, the assault soldier can heal and revive the other passengers when not firing their assault rifle or grenade launcher. Meanwhile, the support soldier can drop an ammo box inside the vehicle to keep the rest of the squad supplied while occasionally tossing C4 charges or mines out the back of the vehicle to take out any pursuers.

Phoenix



- Nationality: US
- Description: Modified armored jeep with grenade launcher and HMG.

Vehicle Performance

Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐🟨☐☐☐

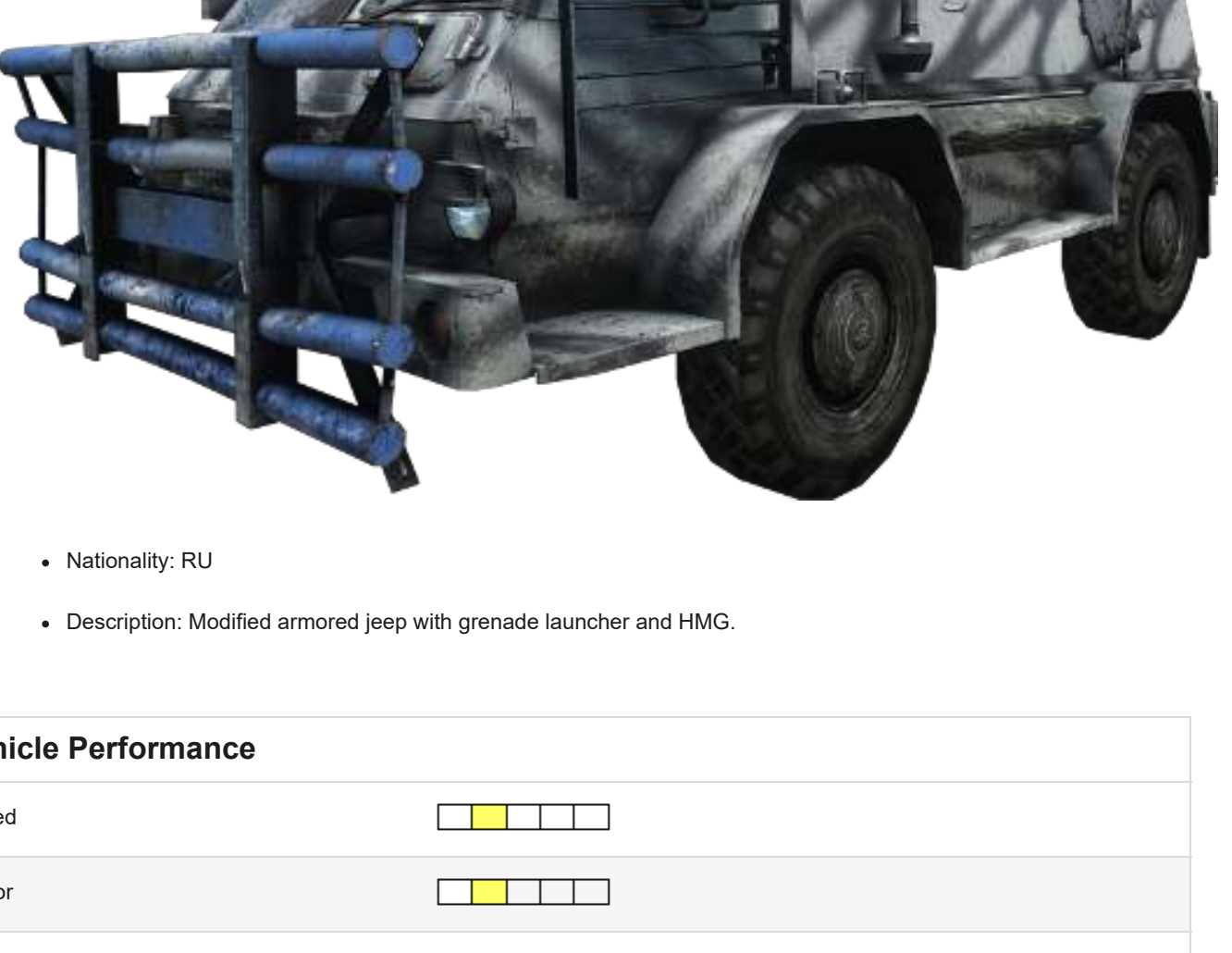
Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	HMG .50
3	Grenadier	Grenade Launcher

Field Notes

The Phoenix is a modified M1114 HMMWV fitted with two roof-mounted turrets. The turret on the back is equipped with an automatic grenade launcher that is ideal for targeting groups of enemy infantry—the weapon can rapidly fire up to nine grenades before it must be reloaded. The grenade launcher turret can rotate only 180 degrees, so it's best if the vehicle is facing the target. A heavy machine gun is attached to the front turret, This turret can rotate a full 360 degrees, but the rear grenade launcher turret blocks its view when facing the vehicle's rear. With no adequate weapon coverage from behind, the Phoenix is extremely vulnerable to flanking attacks. So stay on the move to avoid getting C4 stuck to the back of your ride.

Barsuk



- Nationality: RU
- Description: Modified armored jeep with grenade launcher and HMG.

Vehicle Performance

Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐🟨☐☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	HMG .50
3	Grenadier	Grenade Launcher

Field Notes

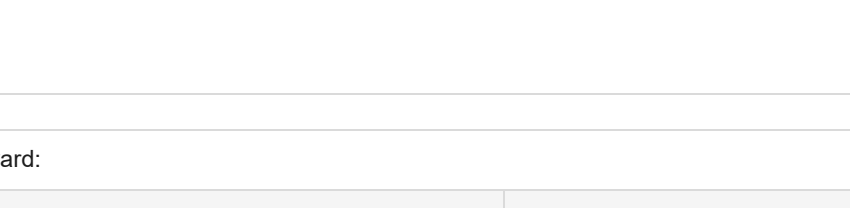
This modified GAZ-3937 Vodnik performs similarly to the Phoenix. However, the turret positions are reversed: the grenade launcher is on the front, and the heavy machine gun is on the back. While the front-mounted grenade launcher can rotate only 180 degrees, the rear-mounted machine gun can traverse a full 360 degrees. This allows the gunner on the back the ability to engage targets in all directions. Since the machine gun is mounted slightly higher than the grenade launcher turret, visibility is unobstructed when engaging targets straight ahead as well. Given the improved visibility of the rear gunner, the Barsuk is harder to sneak up on from the rear—or any direction for that matter. Structurally, the Barsuk has a slightly higher profile than the Phoenix, therefore it is a bit unstable on uneven terrain. Watch your speed when turning, otherwise you may inadvertently roll the vehicle onto its side.

Caution

The turret positions atop the Phoenix and Barsuk are completely exposed, leaving the weapon operators vulnerable to incoming fire. To avoid getting sniped, stay on the move when moving through enemy-controlled territory.

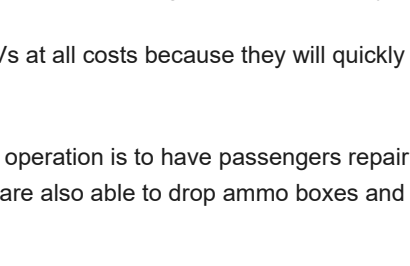
Light Vehicle-Related Assignments

Riding Shotgun



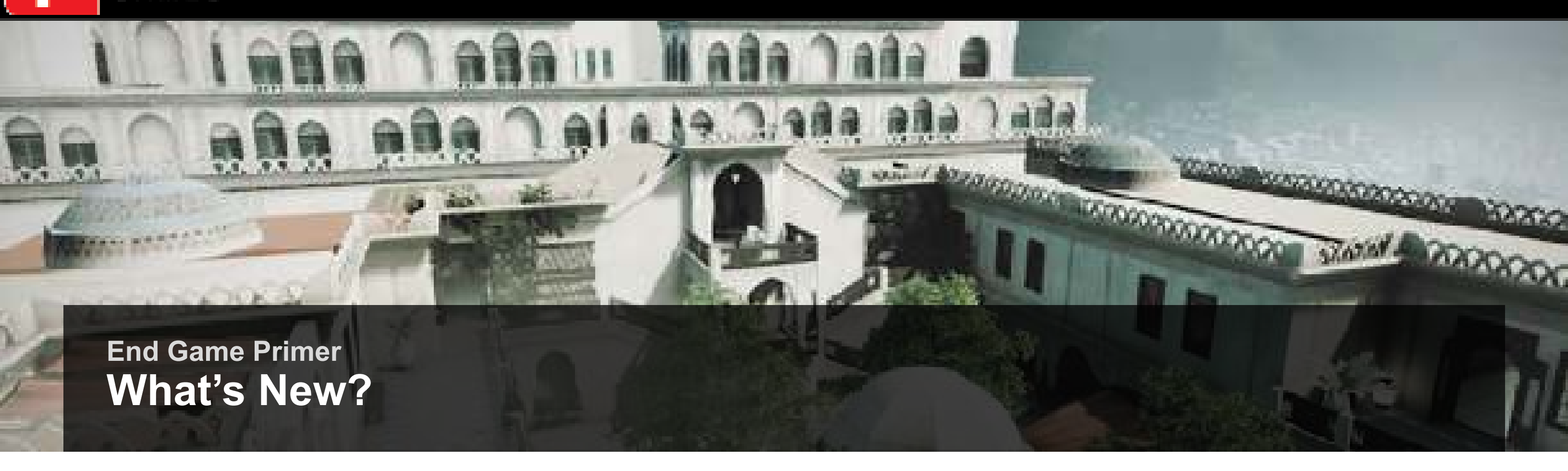
Criteria:

- Get 5 kills in the Phoenix.
- Get 5 kills in the Barsuk.
- Get 5 kills in the Rhino.

Reward:	
Grease Monkey Dog Tag	

Light Vehicle Tips

- Park a Rhino near a control point, loaded with C4. Use the Rhino to bait enemies in, then detonate the C4 once they're close enough.
- Avoid prolonged solo use of the Rhino, as it is prone to being disabled or destroyed if proactive repairs are not made.
- While driving the Rhino, avoid tanks and IFVs at all costs because they will quickly destroy the vehicle with one or two direct cannon rounds.
- The best method to keep this murder bus in operation is to have passengers repairing the vehicle as it comes under fire. While sitting in the passenger seat you are also able to drop ammo boxes and medic kits, in turn, healing and resupplying the occupants of the vehicle.
- The Rhino has little to no cover, which means that occupants are exposed to incoming fire. But in contrast, these openings also give a clear view of anyone attempting to plant C4 on the vehicle.
- The Rhino is also great for getting through tight spaces, so don't be afraid to lose a tank by turning down a small alley. Driving through narrow openings also lends itself well to getting across a map quickly to flank control points during Conquest matches.
- In light engagements, the Phoenix and Barsuk are useful as a stationary turrets. Just be sure that an escape route is already available in the event that the fire-fight escalates.
- The Phoenix and Barsuk are highly effective patrol vehicles. Make use of their speed and firepower to control objectives and choke points.



End Game Primer

What's New?

What's New?

The Battlefield 3: End Game expansion pack brings frenetic action back to the battlefield, bringing to the fray four new maps, three new vehicles, and two new game modes, as well as the addition of the dropship (a variant of the AC130 presented in Armored Kill) with the ability to deploy IFVs in the field. Let's take a moment to observe these new features and their significance in the battlefield.

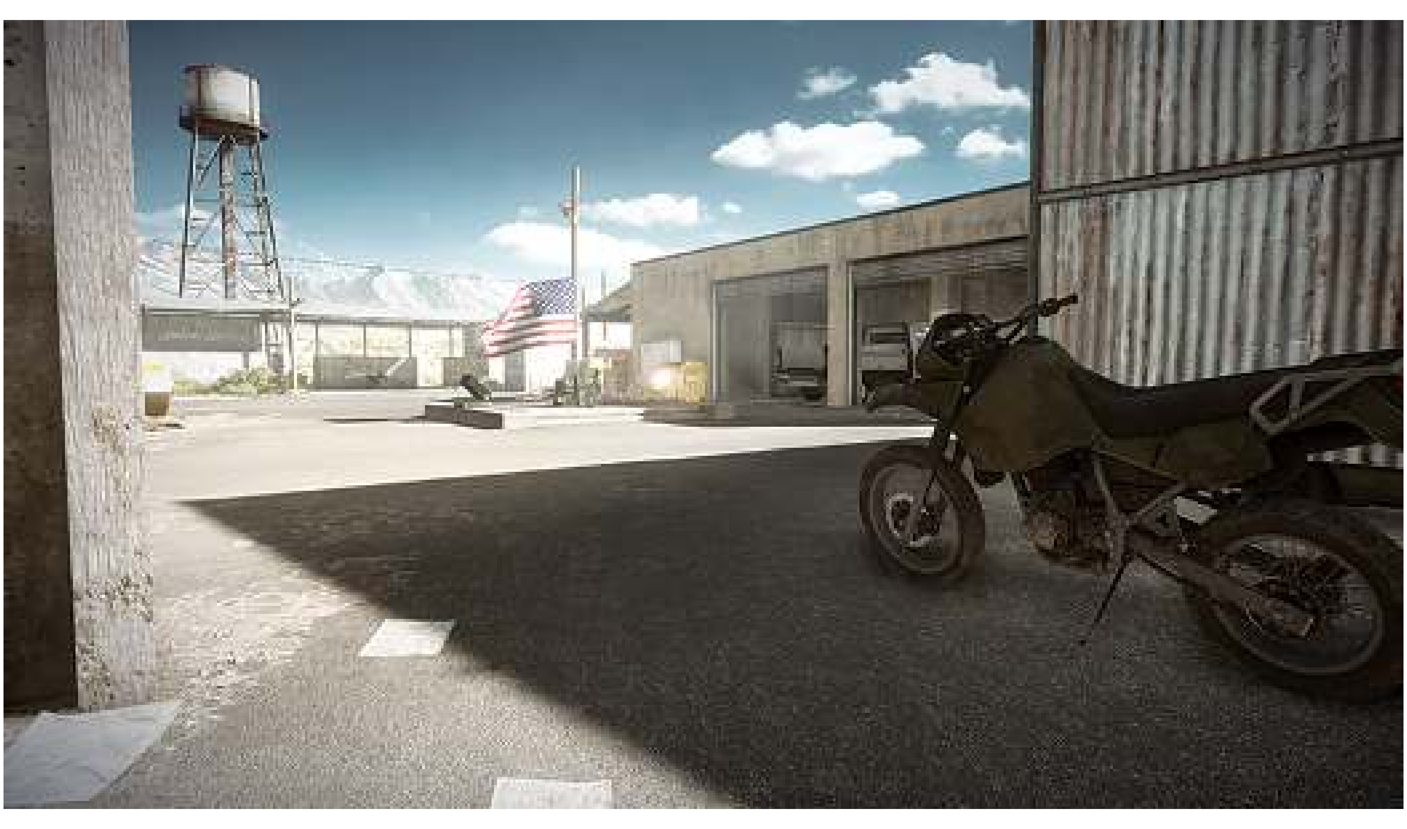
New Maps

Intense and frenzied combat has always been a staple of the Battlefield experience and the four new maps found in End Game certainly guarantee that. These new theaters of operation vary from dusty and sun-parched farmland—complete with a dilapidated warehouse and stables—to a snowy, mountainous landscape that a large oil refinery calls home. While these new environments are perfectly suited to armored combat, these maps really shine when you make use of the newest addition to the motor pool: dirtbikes. Strewn throughout the maps are plenty of opportunities to use these swift, maneuverable vehicles, including makeshift ramps that can be used to set up an ambush on unsuspecting hostiles or to make a quick escape, should you find yourself staring down the cannon of a tank. In the Multiplayer Maps chapter, recon regarding each of these maps, as well as their key strategic elements and objectives that can turn the tide of a battle are covered in detail.

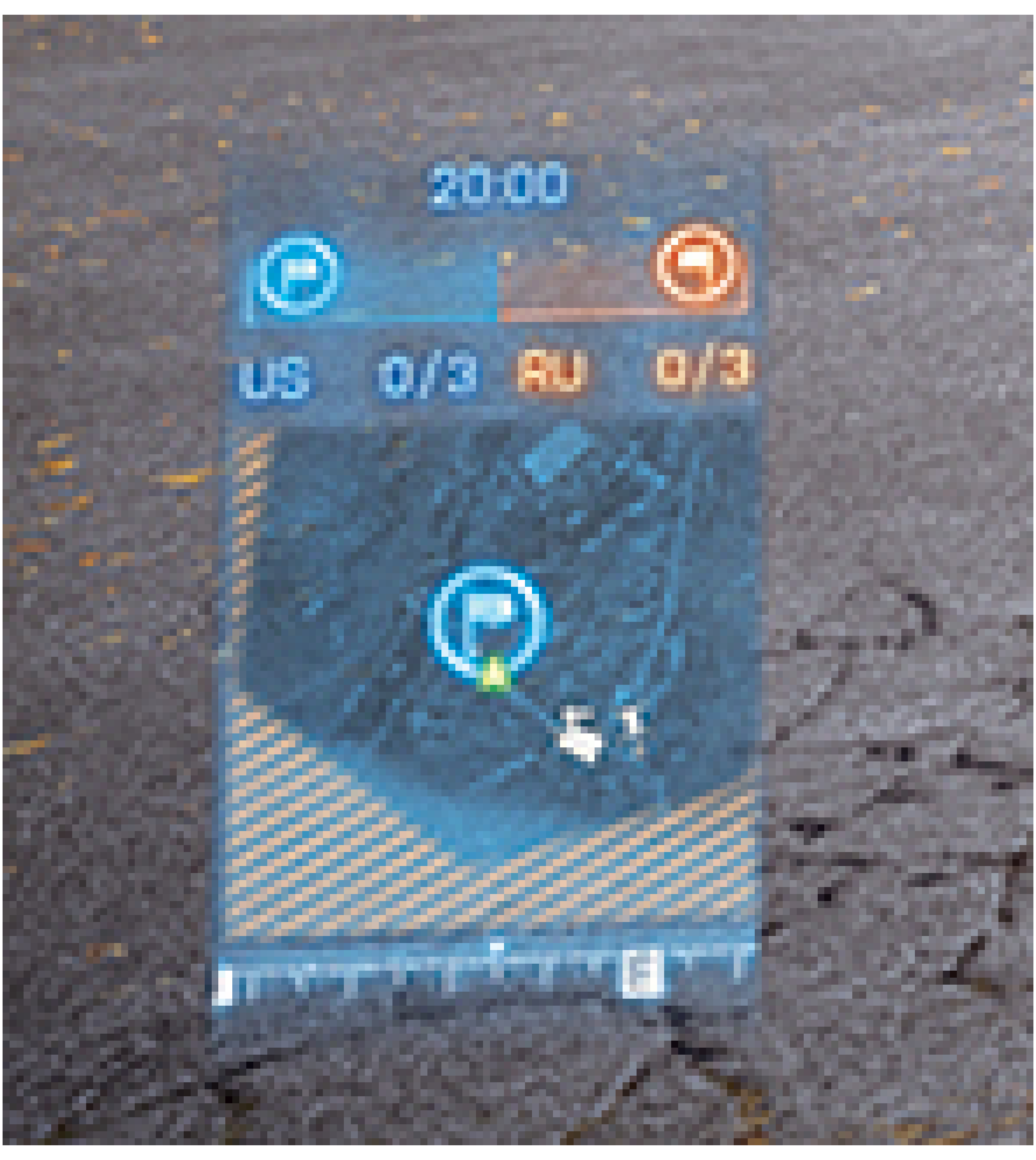
Air Superiority

Originally introduced as a game mode in Battlefield 1943, End Game presents the return of large-scale air combat. In Air Superiority, two teams of twelve with only jets at their disposal battle for control of three objectives. These objectives, in the form of indestructible white airships, remain stationary at varied elevations over the map. Once a team holds a majority of the objectives, the opposing team will begin to lose tickets until one of the teams has been depleted of them. Another way to deplete the number of tickets held by an opposing team is to earn kills by shooting down hostile aircraft, as each kill depletes the enemy tickets by one. Objectives are captured in the same manner as a flag while in conquest, except that their capture range is a 230 meter radius surrounding the airship. Establishing wingmen and maintaining contact with them is essential to the capture and control of objectives, as well as preventing deaths at the hands of the enemy. In contrast to the Air Superiority mode previously presented in Battlefield 1943, this time around players spawn into their vehicles while airborne, with no ability to escape from the cockpit due to an ejection seat malfunction. This malfunction ups the ante significantly, as the only hope of repairing a vehicle is through the use of an extinguisher. Preparation of an efficient loadout and teamwork is vital in surviving these fast-paced dogfights.

Capture the Flag



End Game sees the return of another classic game mode, Capture the Flag. Taking place on versions of the maps with tighter boundaries and bases that both teams can access, the objective of this game mode is to acquire the enemy's flag, which is located at their base, and deliver it to your own. The first team to successfully capture three enemy flags, or that has captured the highest number of flags, when the timer runs out wins the round. In the event that both teams have captured an equal number of flags when the timer runs out, the highest cumulative score of each team will be compared, and the highest scoring team is the victor. In the rare occasion that both teams' score is equal when the timer runs out, the victory will be given to the US team by default.



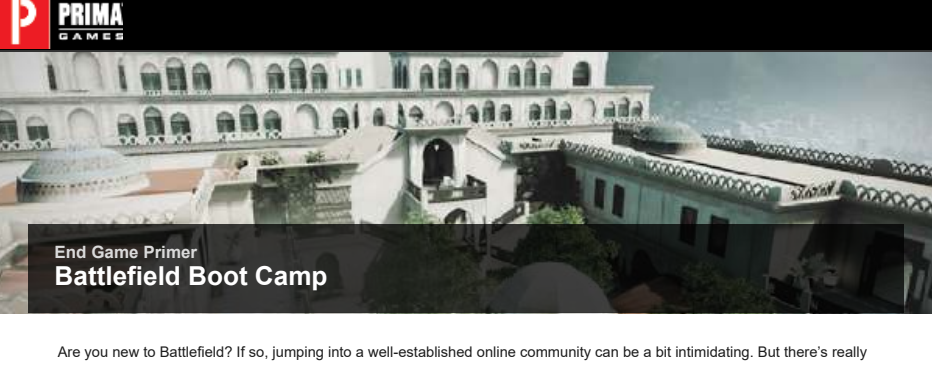
To keep track of the mayhem, displayed above the minimap is a timer, indicating the remaining time for the round, as well as a count of how many flags are held by each team. Another important element displayed above the minimap is a flag gauge; this gauge indicates the distance a flag is from its home or enemy base. Vehicles play an important role in capturing and defending flags. Both teams begin each round with a tank, an anti-aircraft vehicle, a helicopter, and dirtbikes, with additional vehicles located within a centralized location on the map. Despite having this assortment of vehicles, players must exit them to capture a flag, and the same is true when delivering an opposing team's flag to your base. Once captured, the flag can then be taken into a vehicle to quickly return it to your own base. Keeping this in mind, having a helicopter within the area to pick up a flag carrier greatly assists in the capture of an enemy flag. Should this be the method that the enemy is using against you, be sure to make use of the anti-aircraft vehicles to keep enemy helicopters at bay. If a flag carrier is killed, the flag will remain in the position on the map where the soldier fell for a brief period or until it is reclaimed by a friendly or opposing team's soldier. Should the former happen the flag will then return to its base.

Anti-Aircraft Vehicles

The ASRAD and Vodnik AA are armored jeeps that have been outfitted with anti-aircraft cannons. Both of these vehicles can carry up to four persons, including the driver. One of the vehicle seats places the passenger in command of the roof-mounted cannon that fires a lockable, short-range rocket that makes quick work of any aircraft—including the dropship. Should the vehicle be attacked by ground forces, the roof-mounted cannon can fire unguided shells to make quick work of foes. These vehicles are maneuverable, but not the fastest or most armored, so avoid engaging in a direct firefight with attack helicopters and tanks. Aside from their efficient firepower, these vehicles are useful for transporting troops around the battlefield.

Dirtbikes

An exciting addition to the battlefield this time around are dirtbikes. These nimble and easily underestimated vehicles are perfectly suited for navigating the terrain of the new End Game maps. While not armored or equipped with weapons, the ability to sit two people per dirtbike makes them excellent in the placement of mines or C4 while in motion. With none of the other vehicles able to match their speed, these are very useful for scouting or dropping off recon squad mates at their favorite sniper perches before the enemy has the chance to encamp at an objective.

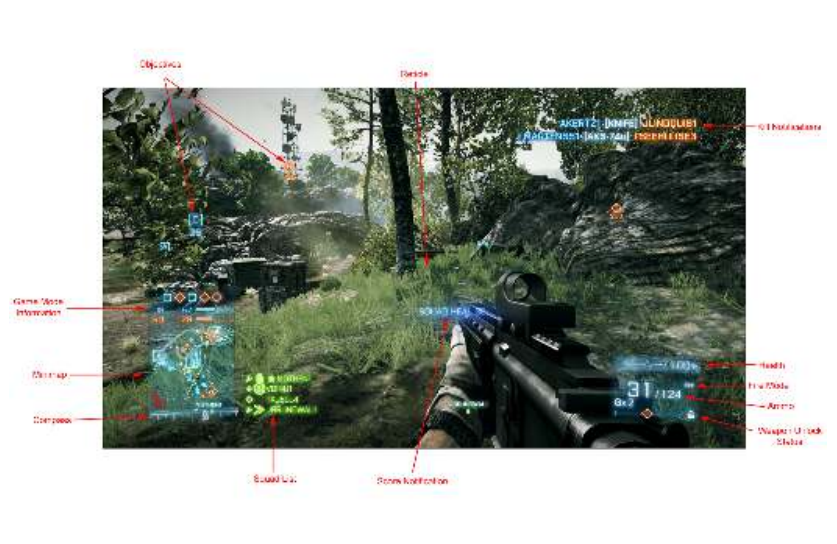


End Game Primer

Battlefield Boot Camp

Are you new to Battlefield? If so, jumping into a well-established online community can be a bit intimidating. But there's really nothing to fear. Regardless of your experience or skill level, there is a role for everyone in Battlefield. In fact, this is one of the only online shooters where you can post a big score without even firing a single bullet. In this section, we cover basic gameplay mechanics and offer some helpful tips to assist you during your online career.

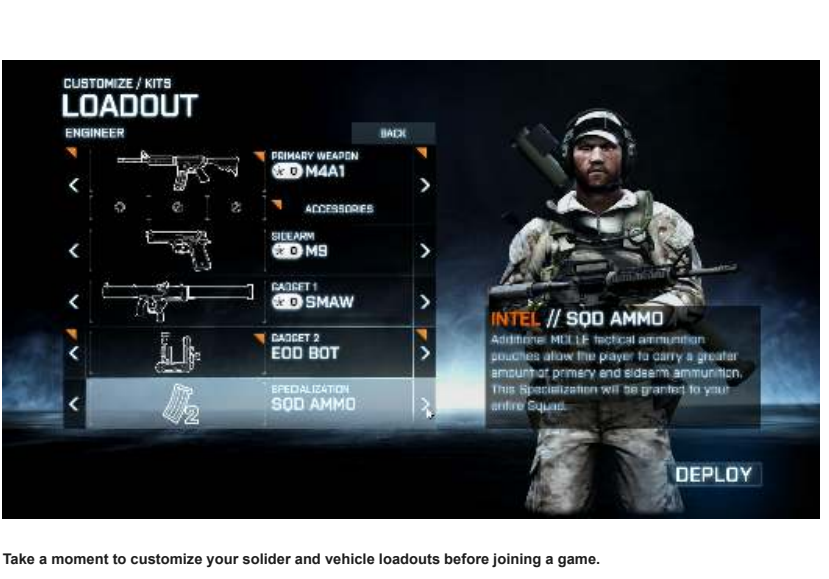
Interface



The heads-up display, or HUD, is the way that vital information is displayed on your screen. None of the items on your HUD are there for aesthetics. They are there to help you accomplish your objectives and keep you alive. Here's a brief explanation of every item on the HUD.

- **Reticle:** The reticle is the aiming point for your selected weapon and is always located in the center of the screen. To hit a target, place the reticle over it and fire. The reticle makes changes based on the weapon you're using. When firing at an enemy, watch for diagonal lines flashing around the perimeter of the reticle. This bloom animation means you are hitting the target. This is especially useful when making long-range shots.
- **Minimap:** Located in the screen's bottom left corner, the minimap provides a top-down, 360-degree view of the environment through which you are moving. The minimap rotates as you change direction so that the top of the minimap is always the direction you are currently facing. In addition to showing the terrain, the minimap also shows the location of all detected enemies as red triangles or red vehicle icons. Teammates show up as blue icons while squad members are green. Empty vehicles are represented by white icons.
- It is a good idea to constantly refer to the minimap to keep track of all detected enemies. Even if you can't see them visually, the minimap lets you know where they are located, whether behind a hill or inside a building. Finally, red and blue diamond icons show you the location of objectives—these same objective icons also appear on the HUD. The color of the ground on the minimap also has meaning. The red shaded terrain is out of bounds. If you move into this area, you have 10 seconds to get back on the map or else you will die.
- Compass: The compass is located just beneath the minimap and shows the direction you're currently facing.
- Game Mode Information: The icons and meters above the minimap relate to the current game mode. The diamond-shaped icons represent control points in Conquest mode and M-COM stations in Rush mode. The two meters below these icons track how many tickets each team has.
- Objectives: The square and diamond-shaped icons on the HUD represent objectives. Blue square icons are held by your team while red diamond icons are held by the opposing team. Beneath each of these icons is a number showing the distance to each objective in meters.
- Health: By default, your health is at 100 percent. But if you take damage, your health will drop. If it reaches 0, you die. You can slowly regenerate health by staying behind cover and avoiding injury. But the fastest way to heal is with a medic kit dropped by an assault player. Stand (or lay) close to a medic kit to rapidly restore your health.
- Ammo: The ammo count box in located in the screen's bottom right corner. Your ammo is represented by three numbers. The large number to the left indicates how many rounds you currently have loaded in the weapon's magazine. The small number to the right is the amount of ammo available in unloaded magazines. As you reload your weapon, the number on the right decreases as the number on the left increases up to the maximum amount the weapon's magazine can hold. The third number, below the ammo reserves, represents how many grenades you have.
- Fire Mode: This icon represents the selected fire mode of you weapon. Some weapons allow you to switch fire modes, choosing from single shot, automatic, and burst modes.
- Weapon Unlock Status: This status bar represents how close you are to the next unlock for the selected weapon. The more enemies you kill with a specific weapon, the more accessories you unlock.
- Kill Notifications: The text in the screen's top right corner reports recent deaths, showing who killed who and with what weapon or vehicle.
- Score Notification: Every time you earn points, text appears in the middle of the screen describing what action you're being rewarded for and how many points you gain.
- Squad List: Shown in green text on the right side of the minimap, the squad list shows every member of your squad as well as the kit and specialization they currently have equipped. The squad leader appears at the top of the list with a star icon next to their name.

Loadout Customization



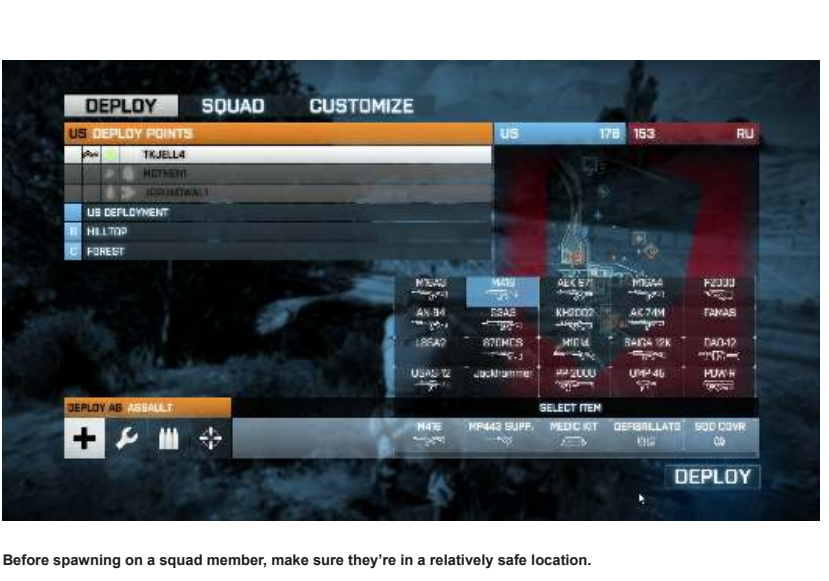
INTEL // SOD AMMO

Additional MCLE tactical ammunition pouches allow the player to carry a greater amount of primary and sidearm ammunition. This Specialization will be granted to your entire Squad.

Take a moment to customize your solider and vehicle loadouts before joining a game.

While veteran Battlefield players are accustomed to being rewarded with new weapons and gear as they progress through their multiplayer career, there has never been so many customization options available. Each class, weapon, and vehicle has its own unlock progression, allowing you to unlock a variety of upgrades, accessories, gadgets, and specializations. When choosing your soldier's loadout, you can choose a primary weapon, a sidearm, up to two gadgets, and a specialization. Taking customization deeper, each primary weapon can be outfitted with a scope and with primary and secondary attachments. You can even choose loadouts for vehicles, selecting from a mix of unlocked upgrades, gadgets, and weapons. The more you play, the more unlocks you acquire. So don't forget to visit the Loadout screen to make adjustments that best fit your play style and the current needs of your team.

Spawn Screen



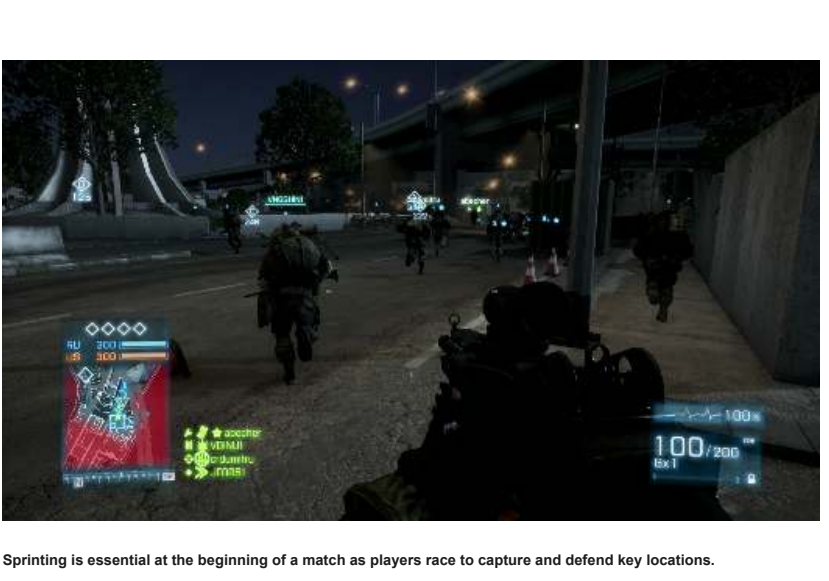
Before spawning on a squad member, make sure they're in a relatively safe location.

When you first join a game, the Spawn screen is where it all begins. Before immediately jumping into the game, take a few seconds to choose your class and gear. It's possible to switch primary weapons from the Spawn screen, but if you want to make more adjustments to your kit, choose the Customize option. This opens a new screen, allowing you to select different sidearms, gadgets, and specializations. You can also customize your primary weapon with accessories you've unlocked.

Once you're finished adjusting your loadout, return to the Spawn screen and figure out where you want to join the fight. If you're in a squad, you can spawn on any living squad member. Or if a recon squad member has deployed a radio beacon, you can spawn at its location. Depending on the game mode, there are also bases, deployment areas, and control points at which you can spawn. New to Battlefield 3 are jets and helicopters. If one of these is available, you can spawn directly into the pilot's seat of these idle aircraft. U.S. troops can also spawn directly into the AAV-7A1 AMTRAC, an armored vehicle that serves as a mobile spawn point.

As you can see, the spawning options are numerous. In most instances you should spawn on or close to your squad so you can provide support. But if your squad is in a tense firefight, sometimes it's safest to spawn at a less dangerous location; otherwise you may get killed as soon as you spawn into the game.

Movement Fundamentals



Sprinting is essential at the beginning of a match as players race to capture and defend key locations.

Moving your soldier around the battlefield is simple, especially if you've played the earlier installments or other first-person shooters. When standing, your soldier jogs at a moderate pace, ideal for getting around areas where threats are minimal. While crouched, you move slower, and while prone your movement is literally reduced to a crawl. However, since you are lower, you make a smaller target for the enemy to hit, and you can more easily duck behind cover. When advancing against an enemy position, it is best to move while crouched or prone, as it is harder for the enemy to detect you. These lower stances also cause the reticle to tighten up, indicating an increase in weapon accuracy. So make a habit of dropping to a knee or down on your belly before firing a shot.

At times, it is better to move fast by sprinting. You can't use weapons or equipment while sprinting, but you are much more difficult for the enemy to hit. Sprint when you have to move from one position of cover to another in an open area. But never sprint in tight confined spaces where you're likely to face enemy troops. If you encounter an enemy at close range while sprinting, chances are you won't have time to stop and aim your weapon, giving the enemy a huge advantage.

Caution

Some maps feature deep bodies of water, allowing you to swim. Avoid swimming at all costs. While in the water, you can't access your weapons, making you a sitting duck.

Parachutes

If you bail out of a plane or helicopter, make sure you do so within the map's boundary.

Whether jumping out of a damaged aircraft of hopping off a tall building, you can avoid cratering into the ground by deploying your parachute. While in free fall, press the Jump button/key once to open your parachute. You can slightly steer the parachute with standard movement inputs. But don't expect to travel great distances in your parachute, as the descent is rapid. It's possible to fire your weapons during the descent, but your accuracy is greatly diminished. If you're descending directly over an enemy position, consider dropping grenades—just make sure they explode before you reach the ground. But the longer you're in the air, the more attention you're likely to attract. For this reason, free-fall as long as possible and open the parachute just before you reach the ground. This is a great way to sneak into enemy-held territory.

Combat

While moving about the battlefield is a major part of gameplay, the sole purpose of movement is to get into a position where you can use your weapons to engage and eliminate the enemy. You have access to different types of weapons. However, the controls for using these weapons are fairly common.

Spotting Targets

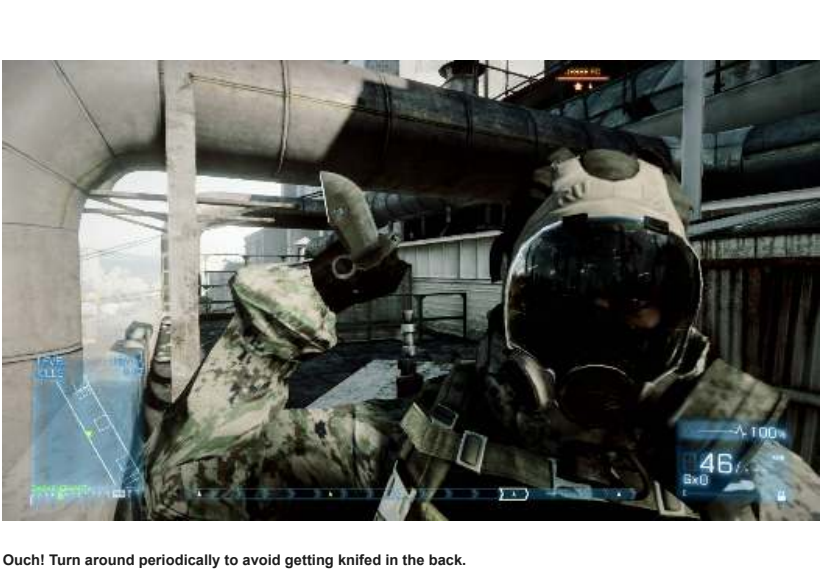
OBJECTIVE A ARMED!

Always spot a target before opening fire to alert your teammates of an enemy's presence.

Before you attack your first enemy, you must first learn how to spot them. When you have an enemy player or vehicle in your sight, press the Spot button/key to highlight it for your team. This places a red icon on the HUD and minimap, showing your entire team where the enemy unit is located. Enemy infantry show up as red triangle icons while vehicles are represented by red vehicle icons. Targets remain spotted for only about five seconds, but that's usually more than enough time for your team to notice the threat.

Also, once the icon disappears, you can spot the target again as long as you've maintained a line of sight. If a teammate kills the target you tagged, you earn a Spot Bonus worth 10 points. So consider playing as recon with a high-powered scope and simply spot enemy units for your team. Even if you don't fire a shot, you can still rack up a decent score.

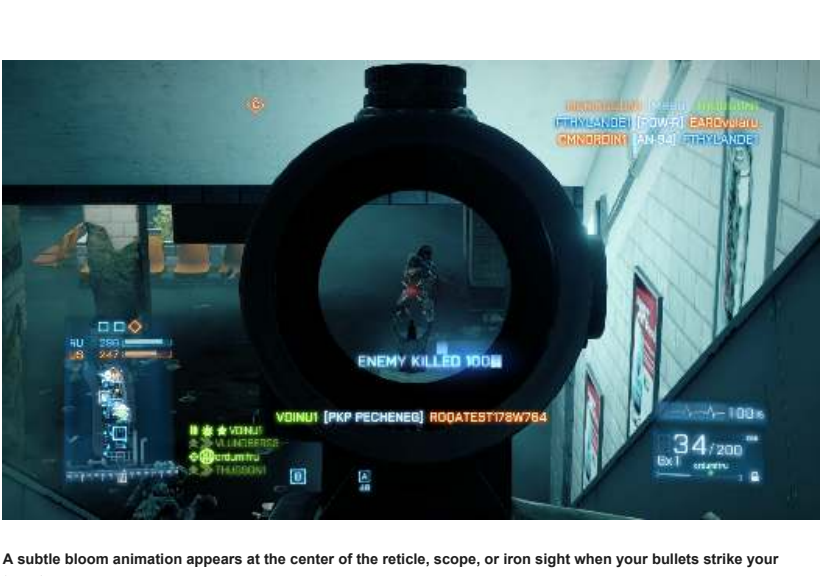
Knife



Ouch! Turn around periodically to avoid getting knifed in the back.

The knife is a standard-issue weapon available to all players, regardless of their class or rank. When approaching an enemy from behind, you can kill them instantly by attacking with the knife. But if you attack an enemy head-on, it now takes at least two swipes with the knife to score a kill from the front—a new gameplay mechanic introduced in Battlefield 3. So if an enemy is looking in your direction, think twice before attempting a knife kill. Chances are they'll shoot you in the face before you can get within striking range. Instead, always look for opportunities to flank, sneaking up behind unsuspecting opponents and knifing them from behind. As in Battlefield 2142 and every installment since, scoring knife kills earns you the victim's dog tags, providing you with a permanent trophy. In addition to scoring stealthy kills, the knife is also great for slicing through chain-link fences and other obstacles.

Firearms



A subtle bloom animation appears at the center of the reticle, scope, or iron sight when your bullets strike your target.

As mentioned earlier, the reticle in the screen's center is your aiming point for using weapons. Most of the weapons you use are direct fire, meaning that the projectile you fire travels in a basically straight line from your weapon to the target. Using these weapons is simple. Place the reticle directly over the target and then press the Fire button. For semiautomatic or single-shot weapons such as pistols, shotguns, and sniper rifles, each time you press the Fire button/key, you fire a single round. However, for automatic weapons such as submachine guns, assault rifles, and light machine guns, they will continue to shoot as you hold down the Fire button/key until they run out of ammo.

Most weapons in Battlefield 3 have selectable fire modes, allowing you to choose from single-shot, burst, and automatic modes. So experiment with each weapon's fire modes in an effort to increase accuracy and reduce recoil. When firing automatic weapons, the longer the burst, the less accurate your fire. Therefore, to maintain greater accuracy and still put a lot of lead on-target, fire in short bursts. You are more likely to kill your target, especially at medium to long range, with a few accurate rounds rather than spraying an entire magazine over a wide area. If recoil is still a problem, consider switching to burst or single-shot mode.

Iron Sights and Scopes

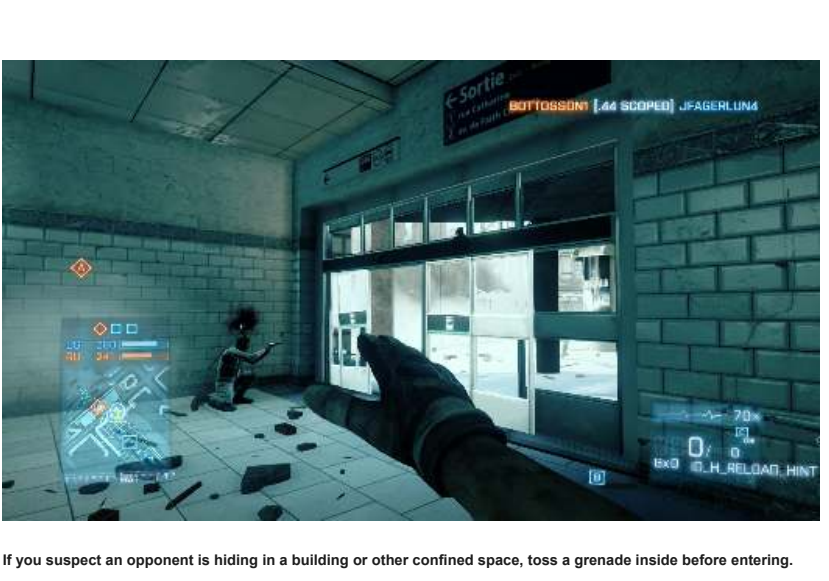
The reticle disappears when aiming through iron sights or a scope, but the bloom animation still appears when hitting a target.

When you fire a weapon using the reticle to aim, you are essentially firing from the hip, with the butt of your weapon in the crook of your arm. This is not very accurate and should only be used at close range. To increase your accuracy, press the Zoom button/key. This will bring up the iron sight view, where you are actually looking through the weapon's sight to aim. You bring the butt of the weapon up to your shoulder, giving you greater accuracy. If your weapon is equipped with a scope, the Zoom button/key will provide a view through the scope rather than the iron sight. Get in the habit of pressing the Zoom button to bring up your iron sight before firing. This is more accurate, and it provides a zoomed-in view of the target.

To further increase accuracy, crouch or drop prone and remain stationary while firing. When peering through high-powered scopes, there is noticeable sway, making it difficult to aim. You can temporarily reduce this sway by holding your breath (hold down the Sprint button/key). But this lasts for only a few seconds. You can completely eliminate scope sway by using a Bipod.

Gravity affects all firearms, causing bullets to drop over distance. When engaging targets at long range, compensate for gravity by aiming high.

Grenades



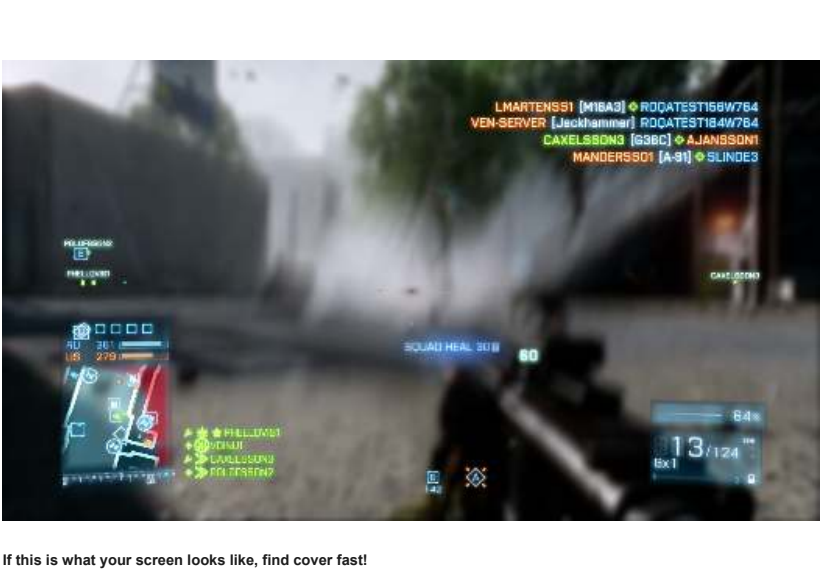
If you suspect an opponent is hiding in a building or other confined space, toss a grenade inside before entering.

Grenades require a bit more skill to use effectively since they are either thrown or launched. Unlike a bullet or rocket, which travels in a straight line, grenades travel in a parabolic arc due to their lower speed and gravity. In the case of a grenade launcher, the farther away you are from the target, the higher you need to aim. That is why the reticle for a grenade launcher has several horizontal lines for aiming points. For a short-range shot, use the top line. The farther away your target, use the lower lines. By using a lower aiming point, you are essentially aiming the weapon higher to lob the grenade toward the target.

Hand grenades work a bit differently. They are thrown rather than launched, and you don't get a separate reticle for aiming. Instead, use your weapon's reticle to best judge where you want to throw a grenade. One press of the Grenade button/key throws the grenade, shown as an orange flashing icon on the HUD. But hand grenades have limited range, so you may need to aim high to get them near your intended target—the farther your target, the higher you should aim your throw.

When using grenades, it is important to understand how they work. Rifle grenades fired from a launcher explode on impact. Hand grenades, in contrast, have a five-second fuse. As a result, you can bounce hand grenades around corners or roll them down inclines. Like your own grenades, enemy grenades show up as flashing orange icons on the HUD. So if you see one of these flashing icons nearby, sprint in the opposite direction before it explodes.

Suppression



If this is what your screen looks like, find cover fast!

The new suppression system will definitely make you think twice before exposing yourself to incoming fire. If rounds hit you or strike anywhere close by, you become suppressed. When you're suppressed, your vision is blurred and your weapon accuracy is greatly diminished. However, the effects of suppression pass quickly if you get out of the line of fire and seek cover. The new suppression mechanic can work in your favor too. Even if you don't have a clear shot at an opponent, open fire in an attempt to suppress them. Any class or weapon is capable of suppressing, but the support kit's light machine guns are most effective. These weapons' large magazine capacities allow you to lay down sustained heavy fire, ideal for keeping an opponent's head down. Each player has an invisible suppression radius around them. Simply landing rounds within this small radius suppresses the target. The new Suppression Assist score (50 points) is awarded if a teammate kills an opponent you've suppressed.

Vehicles

When driving a vehicle, consider slowing or stopping while your passengers are targeting enemies—you get points if they score a kill.

The maps in Battlefield 3 are massive. It can take a while to walk them on foot. Therefore, use vehicles to get around. There are several types of vehicles in the game, but they all are driven with similar controls. All vehicles have more than one seat. When you get into an empty vehicle, you are placed in the driver's seat by default. However, you can move to another position inside the vehicle with the press of a button/key, cycling through all seats. The driver has control of a vehicle's movement and, in the tanks and IFVs, the vehicle's turret-mounted main weapon. Most vehicles even have gunner and passenger positions, allowing teammates to man other vehicle-mounted weapons. So make sure all crew positions are filled before leaving a base or deployment area.

Jets

Feel the need for speed? Spawn directly into the pilot's seat of a waiting jet.

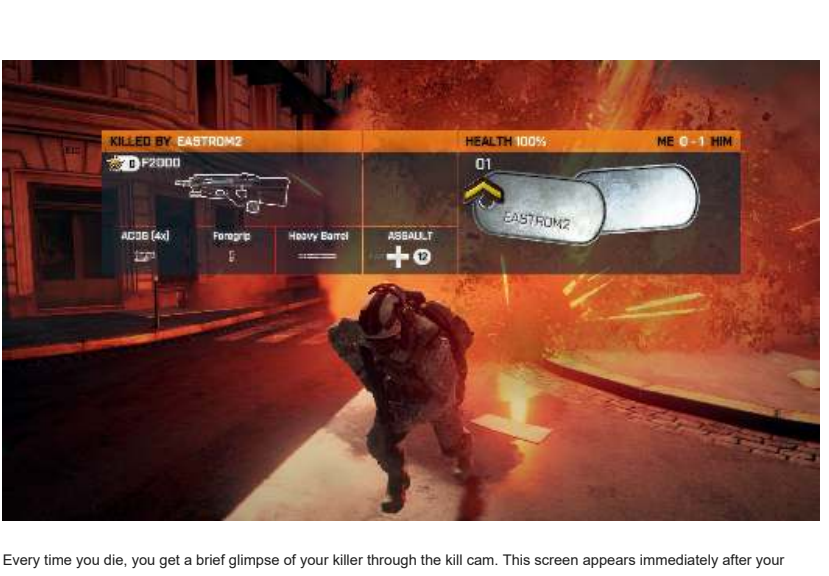
Jets aren't new to the Battlefield series. But they're back, adding a new layer of intensity to the conflict. Initially jets are equipped with only a cannon, useful for performing strafing runs and shooting down enemy aircraft. Like all the vehicles, jets have their own reward progression, allowing you to unlock more powerful air-to-air and air-to-ground weapons, including heat seekers, rocket pods, and guided missiles. So choose your weapons carefully based on the needs of your team. If they need help knocking out tanks, choose rocket pods or guided missiles. Or if your team is constantly harassed by enemy helicopters or jets, choose heat seekers to shoot down these threats. And veterans will be happy to know that all aircraft (jets and helicopters) have their own spawn points. So instead of lingering on a runway waiting for a jet to spawn, simply hold in the Spawn screen and spawn directly into the pilot's seat when a jet or helicopter is available.

Vehicle Damage

A single rocket hit will no longer destroy light vehicles like this Vodnik, but it may kill some of the occupants.

In Battlefield 3, vehicle damage has been completely overhauled. Now if vehicles take light damage, they slowly regenerate health on their own, assuming the vehicle stays out of danger and avoids taking damage for several seconds. However, if a vehicle takes heavy damage, it catches fire and becomes disabled. At this point, vehicle speed and mobility are greatly reduced, but the weapons still function—and the loss of speed and control is extremely dangerous when piloting a jet or chopper. While a vehicle is disabled, its health slowly declines until eventually it explodes. Only engineers can repair a disabled ground vehicle. Jets and helicopters in flight have the benefit of deploying the fire extinguisher upgrade to put out the flames and restore control. As a result of these changes, destroying vehicles outright is much more difficult, requiring you to disable a vehicle before it can be destroyed. Meanwhile, the crew of a disabled vehicle has a critical choice to make: Do they stay with the burning vehicle and try to score more kills, or do they bail out and attempt to find cover before their ride explodes?

Kill Cam

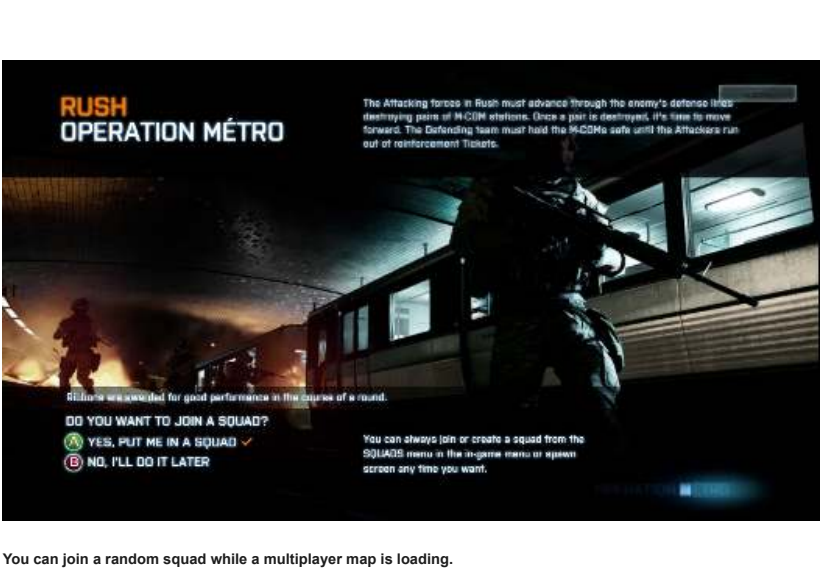


Every time you die, you get a brief glimpse of your killer through the kill cam. This screen appears immediately after your death, providing a brief shot of the player who killed you as well as their name, rank, health, kit, weapon, and specializations. It may seem like a frivolous feature, but the kill cam has larger implications for how the game is played. Snipers can no longer camp one spot and kill from an undisclosed location throughout the entire match. Through the kill cam, victims can see approximately where an enemy player is camping and enact revenge once they respawn. So make a habit of moving frequently, or else you're likely to face one of your angry victims sneaking up behind you with a knife.

Squad Play

If you've played past installments of Battlefield, you know the benefits of joining a squad. A squad is a four-player unit that can communicate with each other over headsets. Being able to talk to the other players in your squad allows you to discuss each situation and respond as a single unified fighting force. Beyond the obvious tactical advantages, being in a squad allows you to earn the squad bonus points, boosting your score and fast-tracking promotions. But if you're new to Battlefield and the squad system, let's take a look at how they work.

Joining a Squad



The Attacking forces in Rush must advance through the enemy's defense lines destroying pairs of M-COM stations. Once a pair is destroyed, it's time to move forward. The Defending team must hold the M-COMs safe until the Attackers run out of reinforcement Tickets.

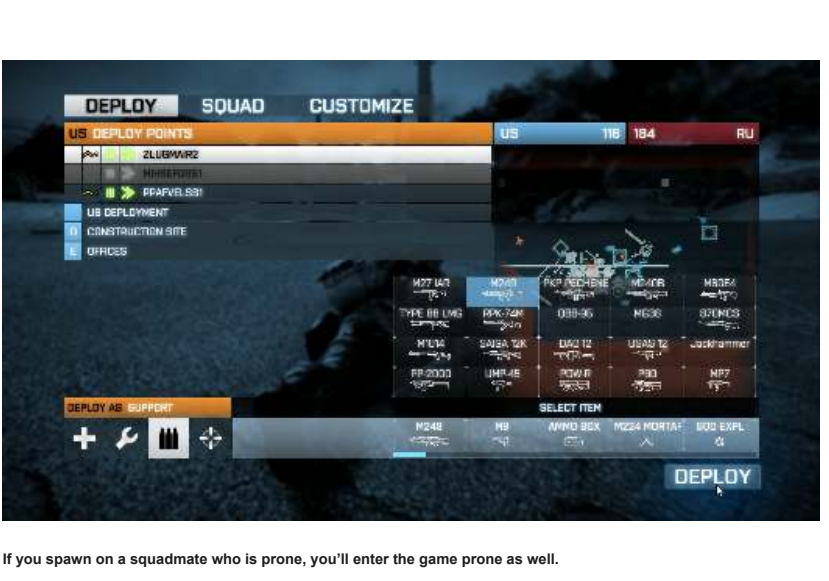
You can always join or create a squad from the SQUADS menu in the in-game menu or spawn screen any time you want.

You can join a random squad while a multiplayer map is loading.

At the start of any match, while the map is loading, you're asked if you want to join a squad. Always choose yes. In this instance, you'll be automatically assigned a squad randomly. Chances are your new squadmates are complete strangers, so say hi and ask what kit they could use before spawning into the game.

If you prefer playing with friends, you can create a squad from your friend's list before even joining a game. Choose the Invite a Friend option from the multiplayer's Quickmatch menu and send invites to anyone on your friend's list who is online. You don't need four players to form a squad, so feel free to join a game once you have at least one friend on your side. However, if you have less than four players in your squad, the extra slots could be filled by strangers. When your squad is formed and ready for action, choose the Find a Game option to begin a match.Squads can also be formed once in a game, allowing you to team-up with friends during the middle of a match.

Squad Spawn



If you spawn on a squadmate who is prone, you'll enter the game prone as well.

One of the huge benefits of playing in a squad is the ability to spawn on any squadmate. The Spawn screen shows many spawning options, including your team's base and control points. If you don't want to spawn at one of those static locations, select the name of one of your squad members. As you select their name, a blue circle icon appears on the map and the camera view switches, showing exactly where they are. Before spawning on a squad member, make sure they're in a safe location. The last thing you want to do is spawn in the middle of an enemy kill zone.

You can also spawn on any squad member who is in a vehicle with unoccupied seats. New to Battlefield 3 are radio beacons, deployed by recon troops. You can place these almost anywhere on the map, where they serve as forward spawn points for your squad. This is a great way for attackers to maintain a presence close to an objective, especially in Rush matches. But don't let enemies see where your radio beacon is placed; otherwise they may camp nearby and pick off your squadmates as they enter the game. When possible, place Spawn Beacons inside buildings to give squad members a safe and instant entry into the match. If Spawn Beacons are placed outdoors, squad members will spawn in parachutes above the battlefield, making them vulnerable to incoming fire as they drift toward the ground.

Teamwork

Issuing and following squad orders is a simple way to boost your score.

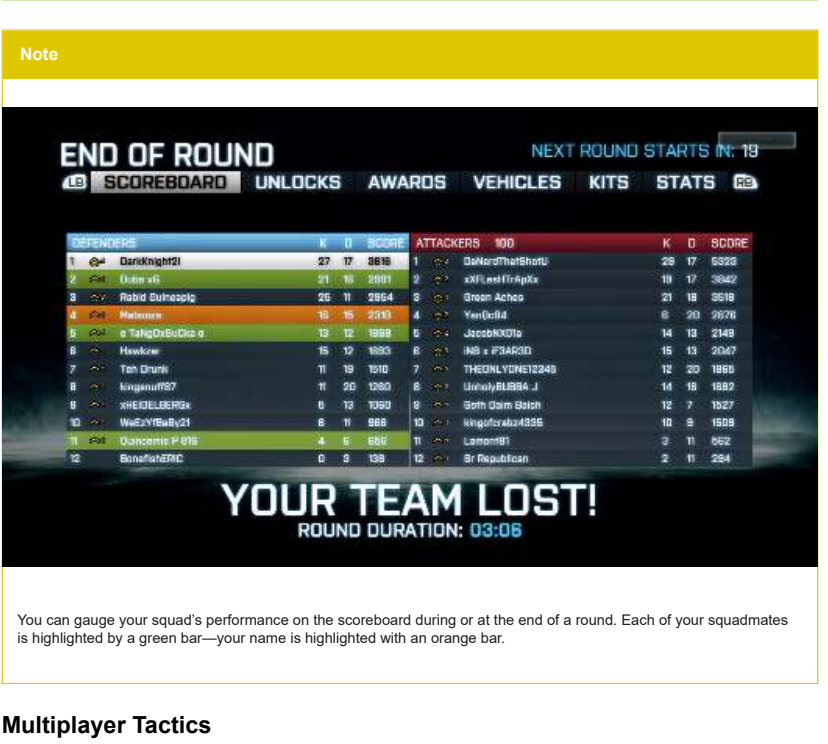
Once in the game, you can identify your squadmates by the green name tags above their heads accompanied by their kit icon. They also show up as green triangles on the minimap. Other teammates have blue name tags above their heads while enemies appear as red. Stay close to your squad so you can support one another. But don't cluster around each other too tightly or else all four of you can be eliminated by an explosive attack. Instead, try to stay within each others' line of sight. By simply communicating and working together, you can gain a huge advantage over your opponents, especially those who wander off by themselves.

In addition to talking to each other over your headsets, use the target-spotting system to tag enemies and issue attack/defend orders. Only the squad leader can issue orders, so watch for blinking boxes around objectives, such as M-COM stations and control points. If no order has been issued, ask your squad leader to place an order on an objective. Kills performed within close proximity of an objective marked with an attack/defend order results in Squad Attack Order (20 points) or Squad Defend Order (20 points) bonuses. So if you're the squad leader, don't forget to issue orders to help your squad's score.

Tip

Squad member icons are always visible on the HUD, regardless of their location. If a squad member is behind you, their name/icon appears at the bottom of the HUD. Teammate names/icons are only visible when they're within your line of sight.

Note



You can gauge your squad's performance on the scoreboard during or at the end of a round. Each of your squadmates is highlighted by a green bar—your name is highlighted with an orange bar.

Multiplayer Tactics

Tactics is the combining of maneuvers and firepower to achieve an objective. We've already covered movement and weapons, so this section focuses on using the two together.

Plan Ahead

Before a round begins, take a few seconds to discuss tactics with your teammates. Any game plan is better than none.

There is an old saying that those who fail to plan, plan to fail. You need to come up with a plan before the bullets start flying. The best place to start is to look at your game mode's objectives, since those determine victory or defeat. While killing the enemy is always a goal, it is often a means to an end. Instead, focus on the objectives. Do you have to destroy a target, defend a position, or just get to a certain point on the map?

Once you know what you must do, look at the map and examine the terrain. Where are you located? Where is the objective? How will you get there? Are there any vehicles you can use? These are all questions you need to ask yourself. Once you have determined how to reach the target, you must then consider how to accomplish your orders. Will you need to get in close to plant an explosive charge on the target? If so, how will you secure the perimeter? Finally, you need to take into account your opposition. What does the enemy have, and where are they located? Usually you will not know that type of information until you get in close to the target and can see the enemy with your own eyes. Therefore, planning continues on the fly as you learn new information about enemy positions and actions.

Cover

If you can't find suitable cover nearby, drop prone in an attempt to avoid detection, and crawl to a piece of cover.

Combat is very dangerous. Bullets and other deadly projectiles fly through the air and can kill you outright if they make contact. The concept of cover is to place something solid between you and the enemy that will stop those projectiles and keep you safe. The multiplayer maps are filled with objects that you can use as cover—buildings, walls, trees, rocks, earthen mounds, and so on. Some types of cover will stop small-arms fire such as rifle bullets but not stop the heavier machine-gun fire. Walls of buildings will stop machine-gun fire but not rockets or tank rounds. Therefore, pick cover that will protect you from the current threat—objects constructed from wood or flimsy sheet metal won't stop a bullet.

Cover should become ingrained in your combat thinking. In addition to looking for enemies, you also need to be looking for cover. During a firefight, always stay behind cover. Leave cover only to move to another position with cover. If the cover is low, you may need to crouch down or drop prone to get behind it, standing only to fire over it. When moving from cover to cover, sprint to get there quicker.

While you want to stay behind cover, you also want to try to deny the benefit of cover to your enemies. Destroying their cover is a way to do that. Another way is to reduce the effect of their cover by moving to hit them from a direction for which they have no cover. This is called flanking. For example, if an enemy is taking cover behind a wall, move around to the side of the wall so that the wall is no longer between you and your target. Or, if you have an explosive weapon, you can simply blow a hole in the wall, taking your target out in the process.

Destructible Environments

WARN
KILL ASSIST

Tanks are great for dishing out destruction. Use their cannons to blow holes in walls and other pieces of cover.

One of the awesome features in Battlefield 3 is that many of the structures and objects can be damaged or outright destroyed. This presents a large range of possibilities and opportunities that will affect the tactics you use. For example, if the enemy is holed up in a house and taking shots at you from the windows, you could try to throw a grenade through the window or rush into the house via the doorway and clear the threat out with close-range combat. However, with destruction as an option, you can launch a rocket at a wall of the structure and blow a hole in it; you just might kill an enemy who was on the other side. If the enemy survived, you can then use direct fire to kill him, since you destroyed the wall providing cover.

Often structures can funnel you into a kill zone the enemy has set up. But you can blast your way through walls or other objects and come at the enemies from different directions they might not expect. While this may seem to favor the attacker, the defender can also use this as an advantage. Destroy potential cover the attacker may use to approach your position. Call in mortar strikes on groves of trees or shoot out wooden fences to deny the enemy a place to hide. As a result, you can create your own kill zones of open land that the enemy must traverse—all the while under the fire of your weapons.

Some structures that take heavy damage can completely collapse, killing everyone inside. Target a building's exterior walls until you hear a series of creaking and moaning sounds, indicating an imminent collapse. This can be a fun (yet inefficient) way to take out a pesky sniper hiding in an attic or upper floor. Obviously, if you find yourself in a creaking and moaning building, get out fast!

Long-Range Combat

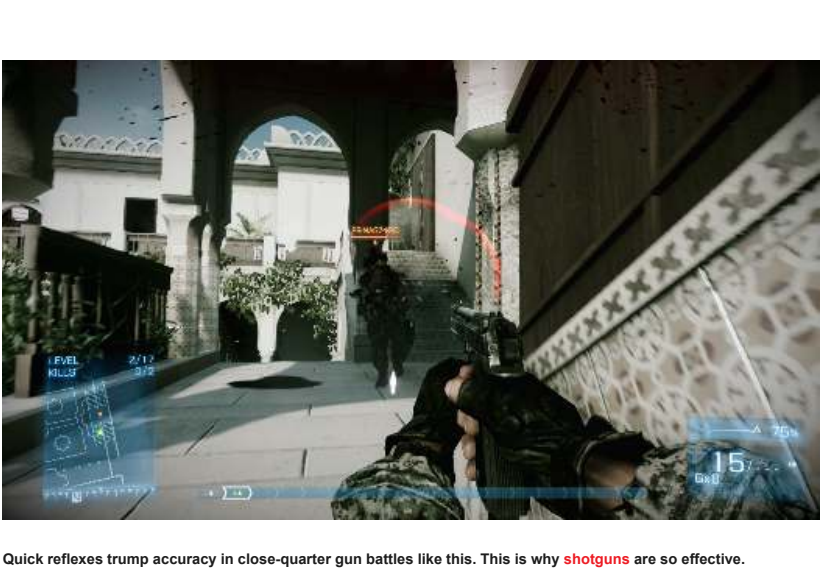
When sniping, try to focus your fire down narrow choke points like streets, alleys, and bridges.

If possible, it is best to try to attack the enemy at long range before they're even aware of your presence. While sniper rifles work great for this type of combat, you can even use assault rifles, light machine guns, or rocket launchers to hit targets at long range. The key to winning at long range is to take your time. Drop prone, stay still, and use iron sights or scopes to increase your magnification and accuracy. As always, make sure you have good cover in case the enemy decides to shoot back—if you can see them, they can see you. Also remember to fire in short bursts to ensure that more of your bullets hit the target.

Caution

Whenever aiming through a high-magnification scope, a distinct glint is produced by the scope's lens, potentially giving away your position. Avoid scanning the battlefield through your scope to maintain concealment.

Close-Quarter Combat



Quick reflexes trump accuracy in close-quarter gun battles like this. This is why shotguns are so effective.

This type of combat is the exact opposite of long-range combat. In close quarters, such as in a town or even within a building, you don't have a lot of time to aim before shooting. However, at such short ranges, accuracy is not really a factor. Instead, you need a weapon that puts out a lot of firepower with some spread so you are more likely to get a hit while moving. Shotguns and submachine guns are great for close-quarter combat.

Your minimap is also an important tool, especially if teammates have spotted targets. Since you can see where enemies are located, use this info to set up shots while strafing around corners. Your weapon will already be aimed at the target as it appears on the minimap, which saves you just enough time to have the advantage and make the kill rather than be killed. Don't forget to use grenades, which can be thrown around corners or over walls to hit enemies who think they are safe behind cover.

Have you just run out of ammo in the middle of a close-quarter duel? It's much faster to draw your pistol than to reload your main weapon. Or if your opponent is reloading, too, rush in for a melee kill.

Engaging Vehicles

If you don't have the firepower to kill a tank, don't draw its attention. Instead, seek cover and spot the tank for teammates capable of taking it out.

Attacking vehicles is dangerous—especially when you are an infantryman. However, modern soldiers have a lot of firepower they can use to disable and destroy vehicles. This role usually falls to the engineer, who carries antitank rocket launchers and mines. It takes only a single rocket to disable most light vehicles. However, tanks and IFVs require at least two rocket hits to disable, and even more to destroy. Always try to attack tanks from the rear, where their armor is the weakest. Rocket launchers are most effective, but grenade launchers can work in a pinch, too, assuming the vehicle is already heavily damaged. Of course, the best way to kill a tank is with another tank.

Even if you don't have those powerful weapons or gadgets, you can still damage light vehicles with small-arms fire. The gunners on the Growler ITV and VDV Buggy are completely exposed—shoot them and the vehicles lose their firepower. For those who are really daring, engineers can place mines in the path of moving vehicles. C4 (now carried by the support kit) is also very effective against vehicles, but you have to get very close to slap on a charge.

Tip

In addition to having weak side and rear armor, the top armor of tanks are also weak. When possible, try to target a tank's top armor to maximize damage. Javelins are ideal for scoring top-hits on tanks.

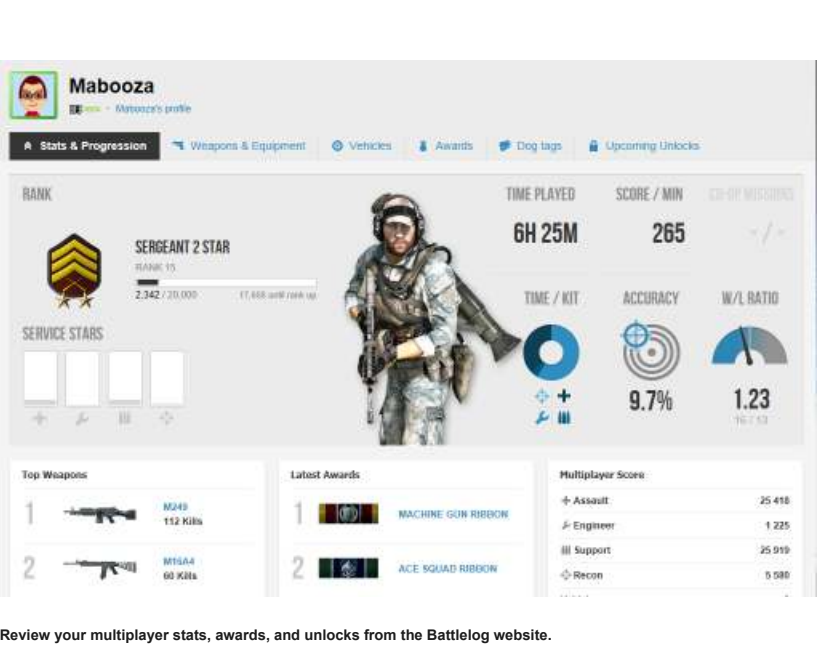
Persistence System

01
PRIVATE FIRST CLASS
ENEMY KILLED 100

A message appears at the screen's top each time you earn a new promotion.

Almost every action performed in a multiplayer match can earn you points. Points not only determine which players are listed at the top of the scoreboard after a round, but they also help you unlock new weapons, gadgets, and specializations and even help you achieve new ranks. So at the end of a round, check out your overall performance in the End of Round screens. These screens show your current rank and your progress toward achieving the next rank. It also has statistical breakdowns of your score, showing how many points were earned with each kit, your vehicles, and your awards. Speaking of awards, any dog tags, medals, or ribbons earned during the round are shown in the "Unlocks" and "Awards" sections. The Kits screen shows how much progress you've made toward unlocking new equipment for each kit. For complete information on the game's scoring system, reference the Battlefield Compendium. There you'll find scoring details for each possible action. Knowing exactly which actions earn you points may change the way you approach each battle.

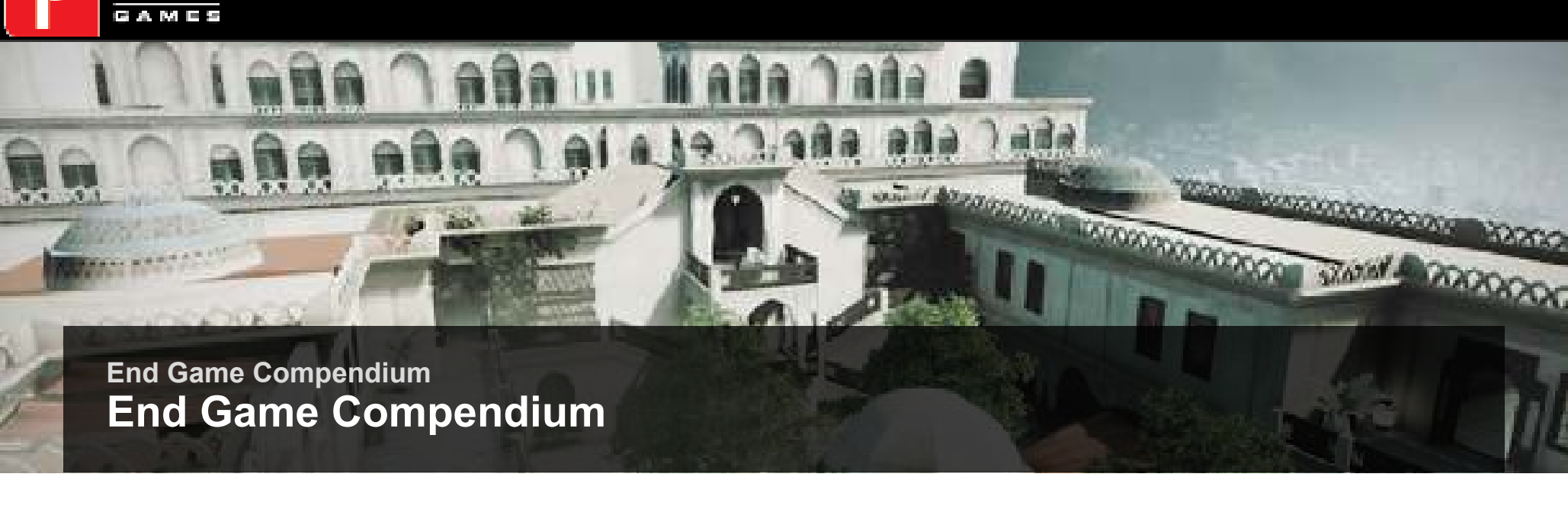
Battlelog



Review your multiplayer stats, awards, and unlocks from the Battlelog website.

URL: battlelog.battlefield.com

The new Battlelog website allows you to keep tabs on everything happening in Battlefield 3, even when you're away from the game. Log in to the Battlelog using the e-mail address and password associated with your EA.com or Origin.com account. The Battlelog keeps track of every stat imaginable and offers social networking features, allowing you to see what your friends have been up to. By creating or joining a platoon, you can guarantee you always have a reliable group of friends to play with. PC players can even access a server browser and join games directly from the Battlelog.



End Game Compendium

End Game Compendium

Multiplayer Scoring System

Action	Points	Description
ATTACK ORDER FOLLOWED	20	Have a squad mate follow the attack order.
AVENGER BONUS	10	Kill an enemy within three seconds of him killing a friendly.
COMEBACK	10	Come back from a streak of five or more consecutive deaths. Score equals the number of consecutive deaths x10.
DEFEND ORDER FOLLOWED	20	Have a squad mate follow the defend order.
DESIGNATED TARGET HIT	100	Score is based on how much damage the locked missile does.
DESTROYED EXPLOSIVE	20	Destroy an enemy explosive (claymore, mine, or C4).
DOG TAG SAVIOR	50	Rescue a teammate just as he is about to be stabbed.
DOUBLE KILL	40	Kill two enemies within 0.8 seconds of each other.
DRIVER ASSIST	10	Have a passenger in your vehicle kill an enemy.
ENEMY DOWN	100	Kill an enemy.
EQUIPMENT DESTROYED	20	Destroy a stationary weapon that is occupied by an enemy or equipment placed by an enemy. This includes EOD Bots, MAV, Mortar, Radio Beacon, SOFLAM and T-UGS.
FLAG CAPTURE ASSIST	50	Participate in a flag capture.
FLAG CAPTURED	250	Capture a flag.
FLAG DEFEND	20	Kill someone while you or the victim is in the radius of a flag owned by your team.
FLAG NEUTRALIZE ASSIST	150	Participate in a flag neutralize.
FLAG NEUTRALIZED	200	Neutralize an enemy flag.
HEADSHOT BONUS	10	Kill an enemy with a headshot.
HEAL	10	Heal points awarded for every 20% health healed on a friendly.
KILL ASSIST	10–100	Do at least 10 points of damage to an enemy and have a teammate finish them off. Note that this caps out at 100, as healing can restore the enemy's hit points.
KILLSTREAK STOPPED	10	Kill an enemy who has made six or more kills without dying. The score awarded equals the number of kills in the enemy's streak x10.
MARKSMAN BONUS	100+	Score a headshot with a sniper rifle. Score equals the distance to the target.
M-COM ARMED	100	Arm an M-COM station.
M-COM ATTACK KILL	20	Kill an enemy that is disarming the crate.
M-COM DEFENSE KILL	20	Kill an enemy that is arming the crate.
M-COM DESTROYED	500	Destroy an M-COM station.
M-COM DISARMED	200	Disarm an M-COM station.
MOTION SENSOR ASSIST	20	Enemy was killed while in your T-UGS's or MAV's motion sensor range.
MULTIPLE KILL	100	Kill four or more enemies within 0.8 seconds of each other.
NEMESIS KILL	10	Kill the same enemy six or more times. The score awarded equals the number of kills x 10.
NEMESIS PAYBACK	10	Kill your nemesis. The score awarded equals the number of times your nemesis has killed you x10.
REPAIR	10	Repair vehicle points given for every 10% of damage repaired.
RESUPPLY	10	Resupply a teammate.
ROAD KILL	10	Run over an enemy.
SAVIOR BONUS	20	Kill an enemy within two seconds of him dealing 50% to 99% of damage to a friendly.
SPOT BONUS	10	Spot an enemy and have a teammate kill them.
SQUAD ATTACK ORDER	20	Attack an objective that the leader has designated.
SQUAD DEFEND ORDER	20	Defend an objective that the leader has designated.
SQUAD DRIVER ASSIST	20	Have a squad mate who is a passenger in your vehicle make a kill.
SQUAD ELIMINATED	10	Kill all members in a squad.
SQUAD HEAL	20	Heal a squad mate.
SQUAD PASSENGER ASSIST	20	Have a squad mate who is driving your vehicle make a kill.
SQUAD RESUPPLY	20	Resupply a squad mate.
SQUAD REVIVE	110	Revive a squad mate.
SQUAD SPAWN ON YOU	10	Have a squad mate spawn on you.
SUPPRESSION ASSIST	50	Suppress an enemy and have a teammate kill them.
TARGET DESIGNATED	10	Lock on to an enemy vehicle with the target designator.
TEAM PASSENGER ASSIST	10	Have the driver in your vehicle kill an enemy.
TEAM REVIVE	100	Revive a teammate.
TRIPLE KILL	60	Kill three enemies within 0.8 seconds of each other.
VEHICLE DESTROY	50	Destroy a vehicle within 10 seconds of an enemy leaving it.
VEHICLE DESTROY ASSIST	10–100	Do at least 10 points of damage to an enemy vehicle and have a teammate destroy it. Points awarded are based on how much damage was done.
VEHICLE DISABLED	100	Disable a vehicle.

Capture the Flag Scoring System

Action	Points	Description
CAPTURE FLAG	500	Capture the enemy flag.
CAPTURE FLAG STREAK	200	Capture the flag more than once in a game.
PICK UP FLAG	100	Pick up the enemy flag after it has been dropped.
PICK UP ASSIST	100	Be within 10 meters of the flag when it is being picked up after being dropped.
FLAG CARRIER HEAL	50	Heal the flag carrier.
RETURN FLAG	100	Return your team's flag to your base.
FLAG TRANSPORT	200	Transport the flag carrier in your vehicle.
FLAG TRANSPORT STREAK	100	Transport the flag carrier in your vehicle multiple times in a round.
FLAG CARRIER SAVIOR	50	Kill an enemy that is attacking the flag carrier.
FLAG CARRIER SAVIOR SUPPRESSION	50	Suppress an enemy that is attacking the flag carrier.
FLAG CARRIER KILL	100	Kill the enemy flag carrier.
FLAG CARRIER KILL ASSIST	50	Assist in killing the enemy flag carrier.
FLAG CAPTURE ASSIST	50	Be within 10 meters of the flag when it is being captured.

End Game Assignments

Defender of the Earth

FLY SWATTER
5

Criteria:

- Destroy five air vehicles using the AA jeeps.

Reward:	
Fly Swatter Dog Tag	

Scar Spangled Banner

STANDARD BEARER
5
2
1

Criteria:

- Return five flags in Capture the Flag.
- Capture two flags in Capture the Flag.
- Win one round in Capture the Flag.

Reward:	
Standard Bearer Dog Tag	

Fatal Drop

LOOK UP
MOBILE MAYHEM
1
1
1

Criteria:

- From an airdropped IFV, kill an enemy soldier.
- From an airdropped IFV, destroy an enemy transport vehicle.
- From an airdropped IFV, destroy an enemy IFV.

Reward:	
Look Up Dog Tag	

Road Warrior

ROAD WARRIOR
20
1

Criteria:

- Destroy 20 vehicles.
- Get a roadkill with a dirtbike.

Reward:	
Road Warrior Dog Tag	
All About Precision Assignment	

All About Precision

Criteria:

- Road Warrior must be completed.
- Get 20 headshots with pistols.

Reward:	
S-TAC Dog Tag	
S-TAC Pistol	

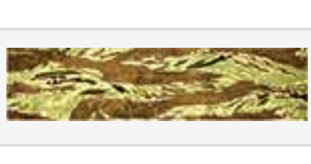
Premium Assignments: Tier 1

SCAR-L Specialist

DESERT STRIPE
DIGITAL WOODLAND
3
100

Criteria:

- Get 100 kills with the SCAR-L.

Reward:	
SCAR-L Desert Stripe Camo	
SCAR-L Digital Woodland Camo	

G53 Specialist

NAVY BLUE
WOODLAND STRIPE
50
20

Criteria:

- Get 50 kills with the G53.
- Destroy 20 vehicles as Engineer.

Reward:	
G53 Navy Blue Camo	
G53 Woodland Stripe Camo	

M39 Specialist

TACTICAL
WOODLAND OAK
50
10

Criteria:

- Get 50 kills with the M39.
- Kill 10 enemy flag carriers in Capture the Flag.

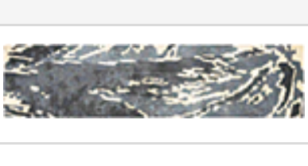
Reward:	
M39 Tactical Camo	
M39 Woodland Oak Camo	

QBB-95 Specialist

BERKUT
AIRMAN
100
50

Criteria:

- Get 100 kills with the QBB-95.
- Get 50 ammo resupplies as Support.

Reward:	
QBB-95 Berkut Camo	
QBB-95 Airman Camo	

MK3A1 Specialist

AIRMAN
WOODLAND OAK
20
20
20
20

Criteria:

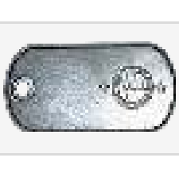
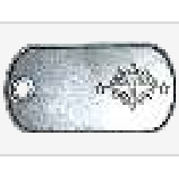
- Get 20 kills with the AK3A1 as Assault.
- Get 20 kills with the AK3A1 as Engineer.
- Get 20 kills with the AK3A1 as Support.
- Get 20 kills with the AK3A1 as Recon.

Reward:	
MK3A1 Airman Camo	
AK3A1 Woodland Oak Camo	

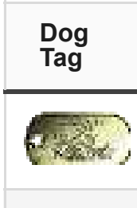
End Game Awards

Ribbon	Name	Criteria	Points
	Air Superiority Ribbon	Play an Air Superiority round.	
	Air Superiority Winner Ribbon	Win an Air Superiority round.	
	Capture the Flag Ribbon	Play a Capture the Flag round.	
	Capture the Flag Winner Ribbon	Win a Capture the Flag round.	
	Air Superiority Medal	Obtain the Air Superiority Winner Ribbon 50 times.	
	Capture the Flag Medal	Obtain the Capture the Flag Winner Ribbon 50 times.	

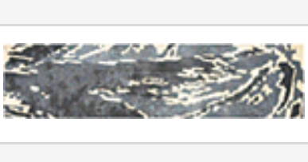
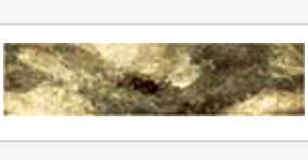
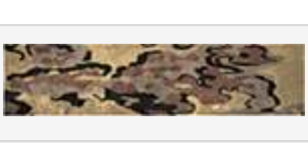
End Game Dog Tags (Left)

Dog Tag	Name	Criteria
	Capture the Flag	Play Capture the Flag 10 times.
	Capture the Flag Winner	Win Capture the Flag 10 times.
	Air Superiority	Play Air Superiority 10 times.
	Air Superiority Winner	Win Air Superiority 10 times.
	M1911 S-TAC	Obtain S-TAC Service Star 1.

End Game Dog Tags (Right)

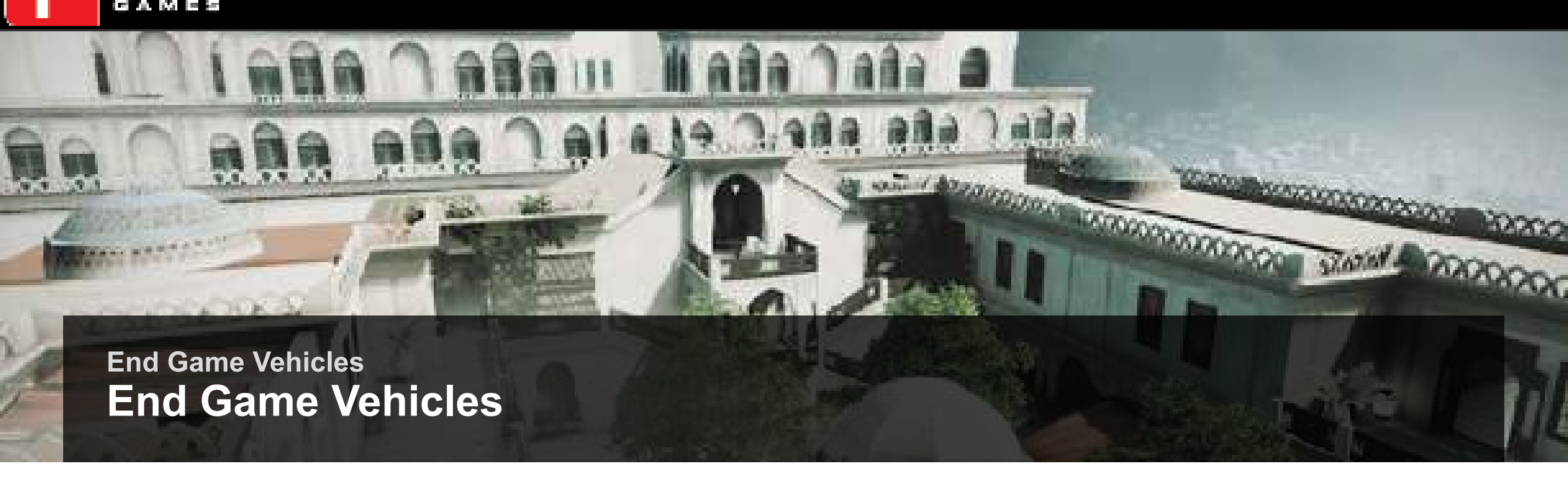
Dog Tag	Name	Criteria
	True Primary Weapon Master	Get 100 kills with each primary weapon class.
	Pancakes	Earned if the player falls over 200 m and dies from the impact.
	Motorcross	Attempt 50 jumps with a dirt-bike and get 10 kills while on a dirt-bike.
	Elite Flag Runner	Capture 50 flags in Capture the Flag game mode.
	Fly Swatter	Unlocked with Defender of Earth.
	Road Warrior	Unlocked with Road Warrior.
	Look Up	Unlocked with Fatal Drop.
	Standard Bearer	Unlocked with Scar Spangled Banner.
	S-TAC	Unlocked with All About Precision.
	Air Superiority Medal	Win Air Superiority 50 times.
	Capture the Flag Medal	Win Capture the Flag 50 times.
	M1911 S-TAC Master	Obtain S-TAC Service Star 5.
	True Combat Efficiency	Obtain the Combat Efficiency Medal.
	True Handgun Master	Get 100 handgun kills.
	Bomb Squad	Obtain 50 Anti-Explosive Ribbons.
	Squad Wiper	Obtain 50 Squad Wipe Ribbons.

End Game Weapon Camo

Dog Tag	Name	Criteria
	Navy Blue Digital	G53
	Woodland Stripe	G53
	Digital Woodland	SCAR-L
	Desert Stripe	SCAR-L
	Airman	QBB-95
	Berkut	QBB-95
	Tactical	M39
	Woodland Oak	M39
	Airman	MK3A1
	Woodland Oak	MK3A1

End Game Achievements and Trophies

Image	Name	Criteria	Gamerscore	Trophy
	AA's Revenge	Destroy an air vehicle using the AA jeeps.	20	Bronze
	Heavy Lifter	Kill an enemy after successfully paradropping an IFV.	20	Bronze
	Capture the Flag	Capture a flag while playing Capture the Flag.	20	Bronze
	It's No Sidecar	Get a kill from the passenger position on a motorcycle.	30	Silver
	Transport Pilot	Transport a flag carrier in an air vehicle while playing Capture the Flag.	30	Silver



End Game Vehicles

Vehicles are an integral part to maintaining control and domination of your enemies on the battlefield. Whether on land or in the air, efficient use of these machines can turn the tide of a battle in either your favor or your enemies'. With Battlefield 3: End Game three new vehicles are cast into the fray, including a major strategic deployment platform, the imposing dropship. All of these prove to be highly capable and deadly additions to the battlefield.

Light Vehicles

While the Vodnik AA and the ASRAD may appear familiar to Battlefield veterans, their outfitting with an ASRAD cannon proves them to be highly capable assault vehicles across the landscapes presented in End Game. While still vulnerable to high explosives and particularly in direct combat with more powerful vehicles such as tanks and IFVs, these maneuverable light vehicles are efficient in the transport of troops to control points and M-COM stations and have enough firepower to stand on their own if the need arises. If direct conflict is not your style though, you can always opt for the newest addition to the light vehicle class: the dirtbikes. These swift and nimble vehicles may not be armored or outfitted with cannons, but the fact that they can outmaneuver any other vehicle that you may encounter makes them especially useful when flanking the enemy or taking position as a recon. Also, they are able to carry an additional passenger on board, so you can give teammates a ride with you as well. There are no vehicle unlocks or loadout options for these vehicles.

ASRAD

Nationality: US

Description: Armored jeep modified with a roof-mounted ASRAD cannon.

Vehicle Performance	
Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐🟨🟨☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	ASRAD
3	Passenger	Troop Kit
4	Passenger	Troop Kit

Field Notes

The ASRAD is a M1114 HMMWV that has been outfitted with a rooftop-mounted ASRAD cannon. While identical to the familiar HMMWV in terms of armor and speed, the addition of an ASRAD cannon makes this vehicle especially efficient in the destruction of aircraft. Aside from being an anti-aircraft vehicle, switching to secondary fire when in the gunner's position disables the lock-on capability of the cannon, enabling the gunner to fire upon land-based targets as well. With this in mind, it is possible to engage a tank or IFV, but given the lighter armor of the ASRAD it is best to attack these heavier vehicles while passing or make use of the vehicle's maneuverability to fire on them from behind.

Caution

While the occupants of the vehicle are relatively safe within the vehicle, the open windows present a hazard when attacked by explosives or a skilled marksman.

Vodnik AA

Nationality: RU

Description: Armored jeep modified with a roof-mounted ASRAD cannon.

Vehicle Performance	
Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐🟨🟨☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	ASRAD
3	Passenger	Troop Kit
4	Passenger	Troop Kit

Field Notes

The Vodnik is no stranger to the battlefield. This time, it has been outfitted with an ASRAD cannon, making it particularly deadly to aircraft. As with its US counterpart, the ASRAD , switching to secondary fire while in the gunner's position enables the ability to fire the ASRAD unguided against targets. One advantage to the Vodnik AA over the ASRAD is that the Vodnik AA is an amphibious vehicle, meaning that traversal of waterways is possible should the vehicle be used for flanking or if it needs to make a quick escape. Like the ASRAD , though, the addition of an ASRAD cannon makes the vehicle useful against land-based targets and infantry.

Dirtbikes

Nationality: US and RU

Description: Fast unarmored transport vehicle capable of carrying two persons.

Vehicle Performance	
Speed	☐🟨🟨☐☐
Armor	☐☐☐☐☐
Firepower	☐☐☐☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Passenger	Troop Kit

Field Notes

One of the fastest and the most maneuverable of the ground vehicles, the dirtbike is an unimposing transport vehicle that can quickly and efficiently navigate the battlefield, and it's small enough to enter buildings as well. While the driver may be unarmed, the passenger has full access to his own troop kit. While accuracy with a firearm is difficult when traveling at the high speeds the dirtbike is capable of, explosives, such as grenades and C4, are highly effective drive-by weapons.

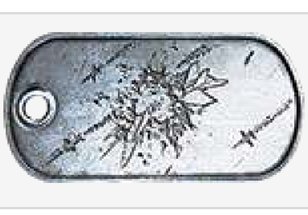
Light Vehicle-Related Assignments

Defender of the Earth

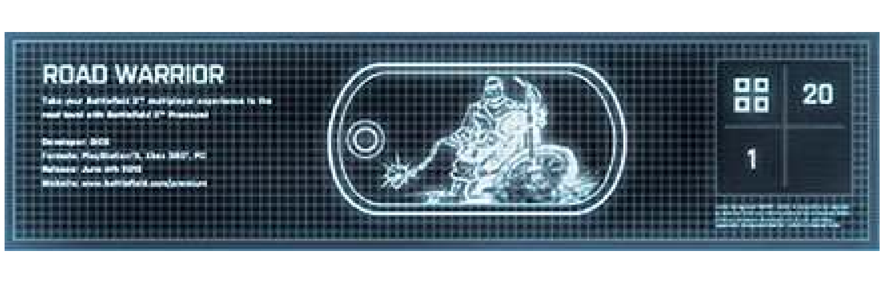
FLY SWATTER
5

Criteria:

- Destroy five air vehicles using the AA jeeps.

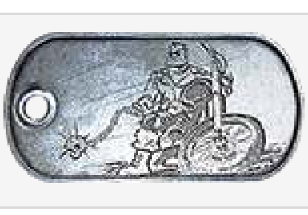
Reward:	
Fly Swatter Dog Tag	

Road Warrior



Criteria:

- Destroy 20 vehicles.
- Get a roadkill with a dirtbike.

Reward:	
Road Warrior Dog Tag	
All About Precision Assignment	

Light Vehicle Tactics

- Before riding a dirtbike, it is possible to throw an ammo crate or medic kit onto it. This effectively heals and resupplies the driver and passenger while they are on it.
- Sometimes, the most direct path is not the safest. In times like these, keep an eye out for the ramps that are located throughout the maps. Dirtbikes can take advantage of these to make quick escapes or get the jump on enemy forces.
- Dirtbikes make great bombs, too! These vehicles tend to be plentiful and maintain their momentum for some time after bailing out. So, if you don't mind destroying yours, strap some C4 to it and drive at breakneck speed toward your target and bail out; just don't forget to detonate the charge.
- The cannon on both the ASRAD and Vodnik AA has a high effective range. Use this to your advantage to protect control points and M-COMs from afar, instead of engaging the enemy at close range, where the vehicles' vulnerability to explosives can be exploited.

Dropship

One of the most strategically viable additions to the battlefield is the Dropship. This heavily armored support vehicle is afforded to a team that can control and maintain a specific control point within the field. While the aircraft itself is unarmed, the ability to deploy infantry and IFVs into the fray at a moment's notice will make this deployment platform a highly contested asset throughout the course of any battle.

Dropship

Nationality: US and RU

Description: Heavily armored airborne deployment platform capable of deployment of infantry and IFVs.

Vehicle Performance	
Speed	☐🟨🟨🟧☐
Armor	☐🟨🟨🟧☐
Firepower	☐☐☐☐☐

Vehicle Occupancy

Seat	Position	Weapon
N/A	N/A	N/A

Field Notes

Logistically, the dropship is an invaluable asset for the team in control of it. Able to drop infantry units and formidable IFVs into the field, the controlling team should expect the dropship to be subject to enemy attack the moment it appears over the battlefield. Any nearby allied aircraft should work to defend the vehicle from attack, keeping in mind that the countermeasures deployed from the dropship against locked-on weapons take a moment to reload after use. Paratroopers should also keep in mind that they are susceptible to splash damage while standing within the cargo bay of the aircraft prior to deployment.

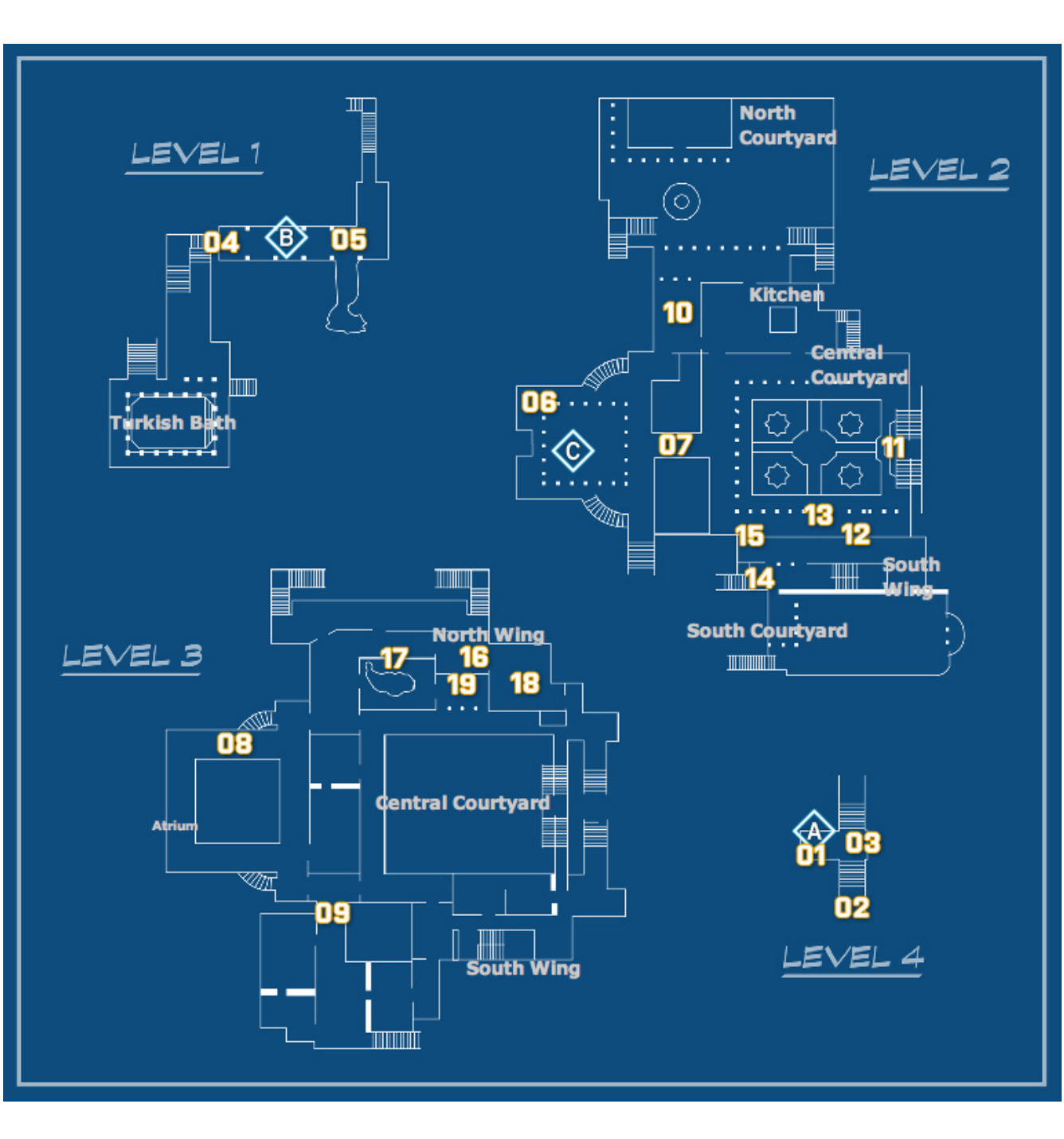
Dropship Tactics

- For units deploying into the field, they should be mindful of the dropship's position (indicated by a flashing beacon on the spawn screen minimap). Coordination of the airdrop behind enemy lines provides a chance to flank them.
- Only one airdropped IFV can be deployed at a time (except for Conquest 64 that affords two IFVs). Should the IFV be destroyed, there is a brief waiting period before another IFV can be deployed.
- During its descent, an airdropped IFV is vulnerable to attack. On the same note, the IFV can also fire its weapons, but its accuracy is greatly reduced when in the air.
- Before an airdrop, coordinate with your teammates on the ground to bombard the drop site prior to deployment

Close-Quarters Battlefields

Donya Fortress

Points of Interest



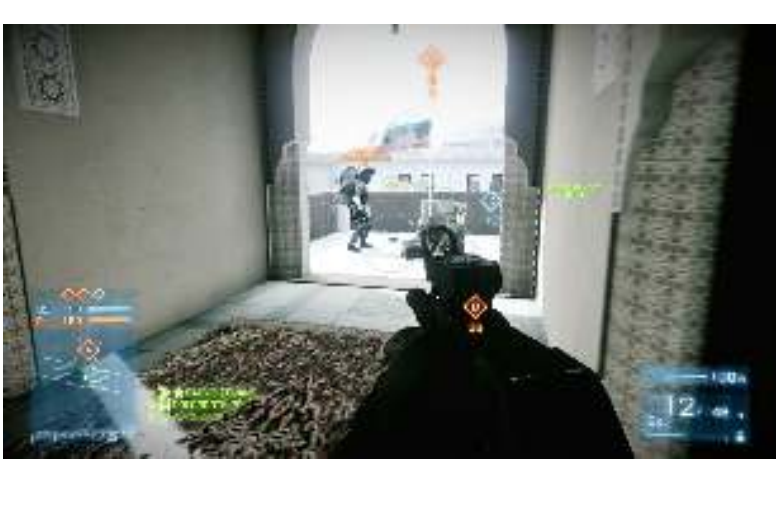
Click here for interactive maps

East Balcony (Flag A)

During Conquest Domination matches, this flag is located on the balcony on the east side of the central courtyard. The two staircases to the east are the only paths leading to this balcony, often making this area a deadly choke point. When your opponents hold the flag, always assume that C4 or claymores are in place. Consider firing rockets or tossing grenades ahead of your advance to detonate any booby traps.

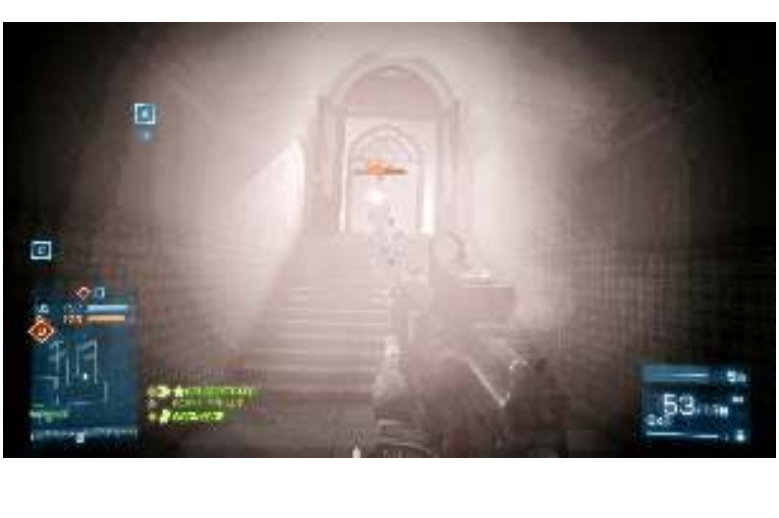
The balcony is the highest point on the map, making it a predictable sniper perch. But don't consider sniping from the balcony unless you have a teammate watching the eastern staircases. Recon troops posted on the balcony leave themselves open to knife attacks from behind. And don't think the low decorative wooden railing on the balcony's perimeter will protect you from incoming fire. This wooden railing splinters and disintegrates under concentrated small-arms fire or explosions, leaving the balcony completely exposed. For best results, capture the flag and move away from the balcony. Defenders are better off guarding the interior staircases to the east or watching the flag from the second-floor walkway ringing the courtyard.

Level 3 [01]



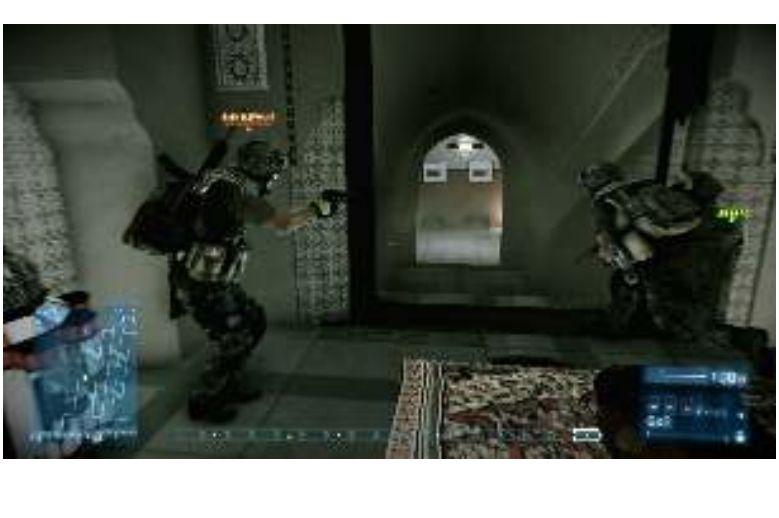
Always expect claymores or C4 placed on or near the east balcony, particularly during Conquest Domination matches. If you're lucky, you may catch an opponent in the process of setting booby traps. Even if you don't see anything, always toss a grenade onto the balcony to detonate any unseen surprises.

Level 3 [02]



The two stairways leading up to the east balcony are dark and narrow. Attaching a tactical light or laser sight to your weapon may give you a slight edge during close-quarter engagements on these stairways.

Level 3 [03]



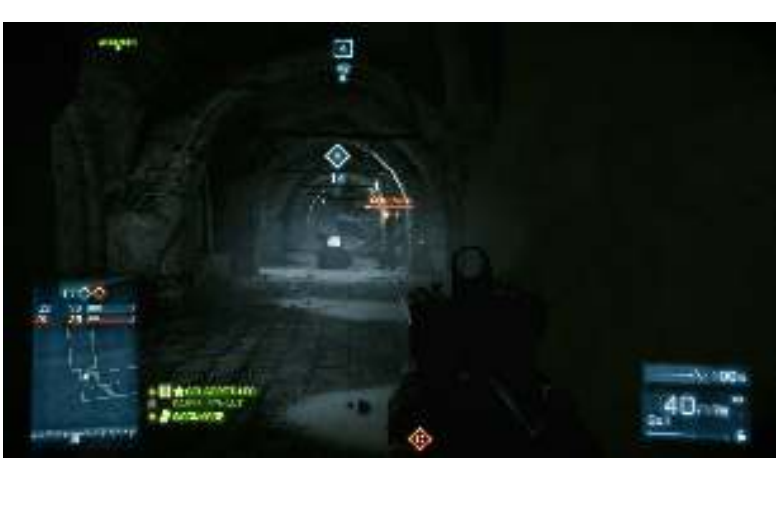
Looking for a knife kill? You can usually find opponents near the east balcony, taking advantage of its elevated view.

Underground Passage (Flag B)

Located directly beneath the central courtyard, the fight for this flag takes place in a dark, narrow underground passage during Conquest Domination matches. There are three entry points to this passage: the stairs connected to the north wing, the hole on the south side of the courtyard, and the stairs to the west connected to the Turkish bath. Opponents approaching from Flag A are most likely to enter through the hole in the courtyard. Attackers approaching from Flag C will probably enter from the Turkish bath to the west.

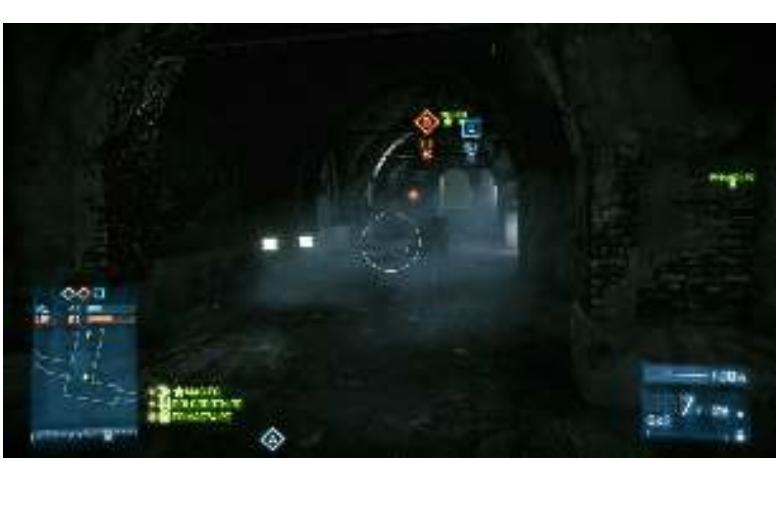
Instead of watching or booby-trapping all entry points, defenders are better off focusing their efforts around the flag. Anyone within the flag's capture radius is completely exposed. Given the cramped setting, shotguns and PDWs (personal defense weapons) are deadly down here. And due to the dark environment, laser sights and tactical lights are very effective; use them to blind your opponents. If you don't have the manpower (or desire) to actively defend this flag, drop claymores or C4 within the capture radius to score some sneaky kills.

Level 0 [04]



If you have a laser sight attached to your weapon, don't bother aiming while engaging enemies down here. The laser sight improves hip accuracy, greatly increasing the chances of hitting your target.

Level 0 [05]



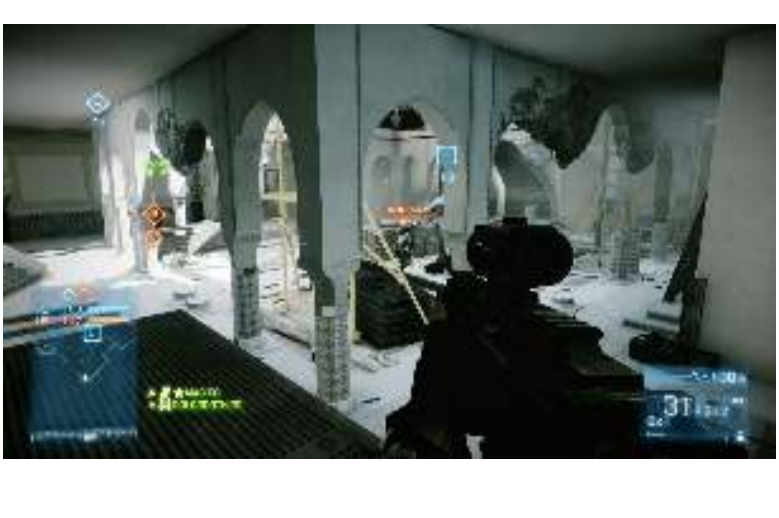
During Conquest Domination matches, always assume the area around the flag is booby trapped with either C4 or claymores. Always toss a grenade toward the flag before approaching. It's important to detonate any traps before attempting to convert the flag.

Atrium (Flag C)

The atrium is still undergoing construction, so a mix of equipment and building materials are scattered across the floor. These objects offer some concealment and cover for those attempting to convert the flag during Conquest Domination matches. However, there are very few places to hide when opponents are positioned on the upper-level promenade ringing the perimeter of this large room. Attackers should always try clearing this walkway before heading downstairs to convert the flag.

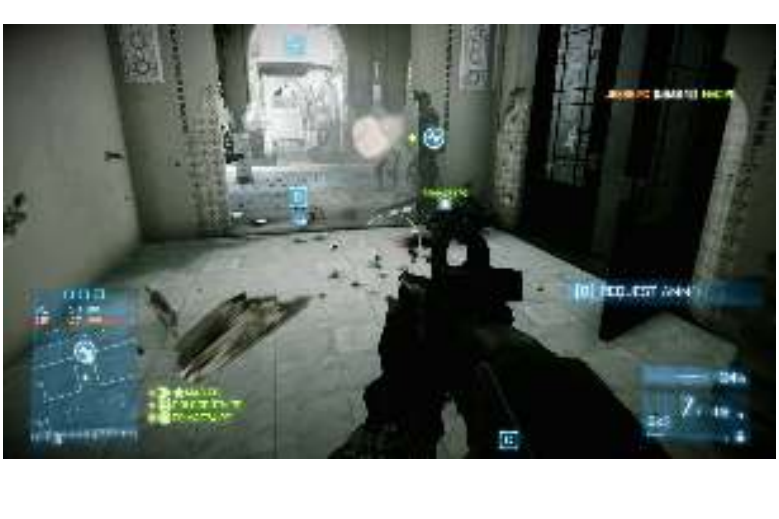
The atrium is located just west of the central courtyard and is a high-traffic area with walkways and stairways leading to adjoining locations, such as the Turkish bath to the south and the kitchen to the north. If you choose to stay put here, keep your back to the western wall where you're less likely to be stabbed from behind. Midrange weapons like carbines and assault rifles work well in the atrium, capable of dropping targets at various distances. Those armed with PDWs and shotguns may be outmatched here, especially when firing between the atrium's upper and lower levels.

Level 1 [06]



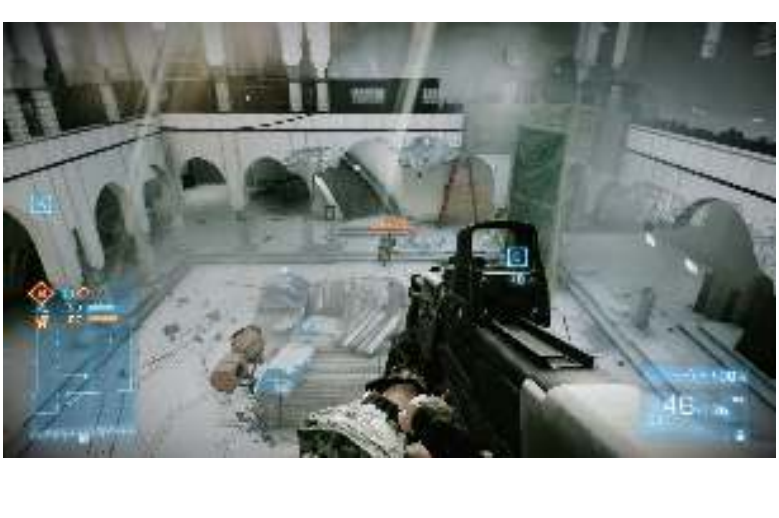
When defending the atrium from the ground floor, take up a position in one of the western corners. Placing your back to the western wall ensures nobody can sneak up behind you. Building materials also offer decent concealment.

Level 1 [07]



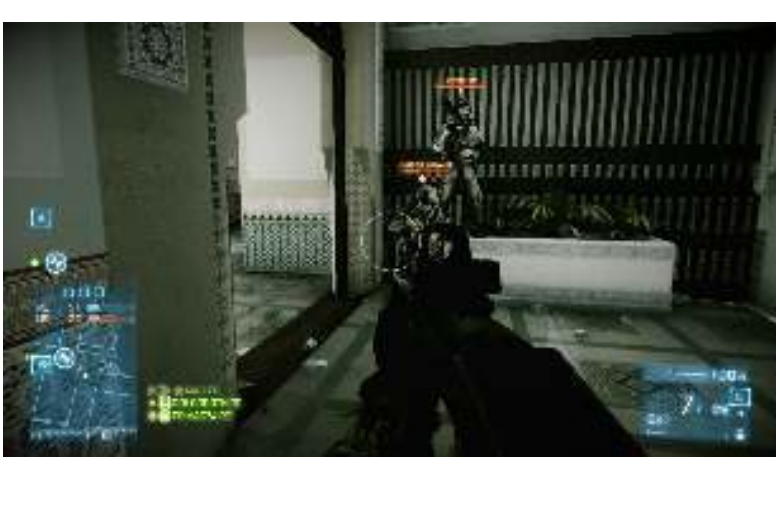
Avoid the hall connecting the atrium to the central courtyard. This is a high-traffic choke point. Plus, this area can be viewed by sharpshooters positioned near the east balcony. It's safer to move through the interior hallways.

Level 2 [08]



The elevated walkway offers a great view of the atrium's floor. This is a great overwatch position during Conquest Domination matches, allowing you to engage any opponents gathered near the flag.

Level 2 [09]

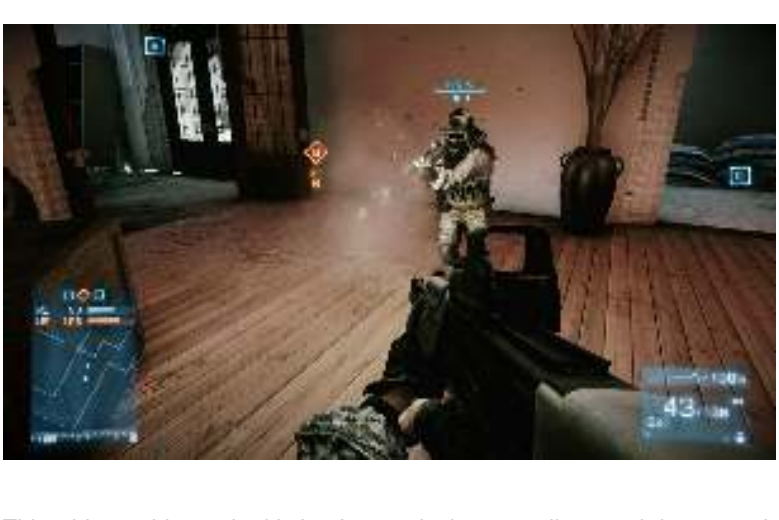


Don't get complacent while occupying the elevated walkway in the atrium. Opponents may arrive through the adjoining hallways connected to the north and south wings. So always stay on the move and keep watching for new arrivals on the top and bottom floors.

North Courtyard

In most game modes, this courtyard is a spawn location, offering direct access to the kitchen and northern living quarters on the second floor. While this courtyard is somewhat isolated on the map's northern edge, it is still a potential kill zone. The courtyard offers remarkably long sightlines, particularly from east to west. The upper-level balcony on the south side also offers a great view of the courtyard. But don't make a habit of camping on this high-traffic footpath unless you want to catch a knife in the back. During Squad or Team Deathmatch games, consider occupying the structure on the courtyard's north side and using it as a firebase, engaging foot traffic to the south. If you hope to last a while here, bring along an assault rifle.

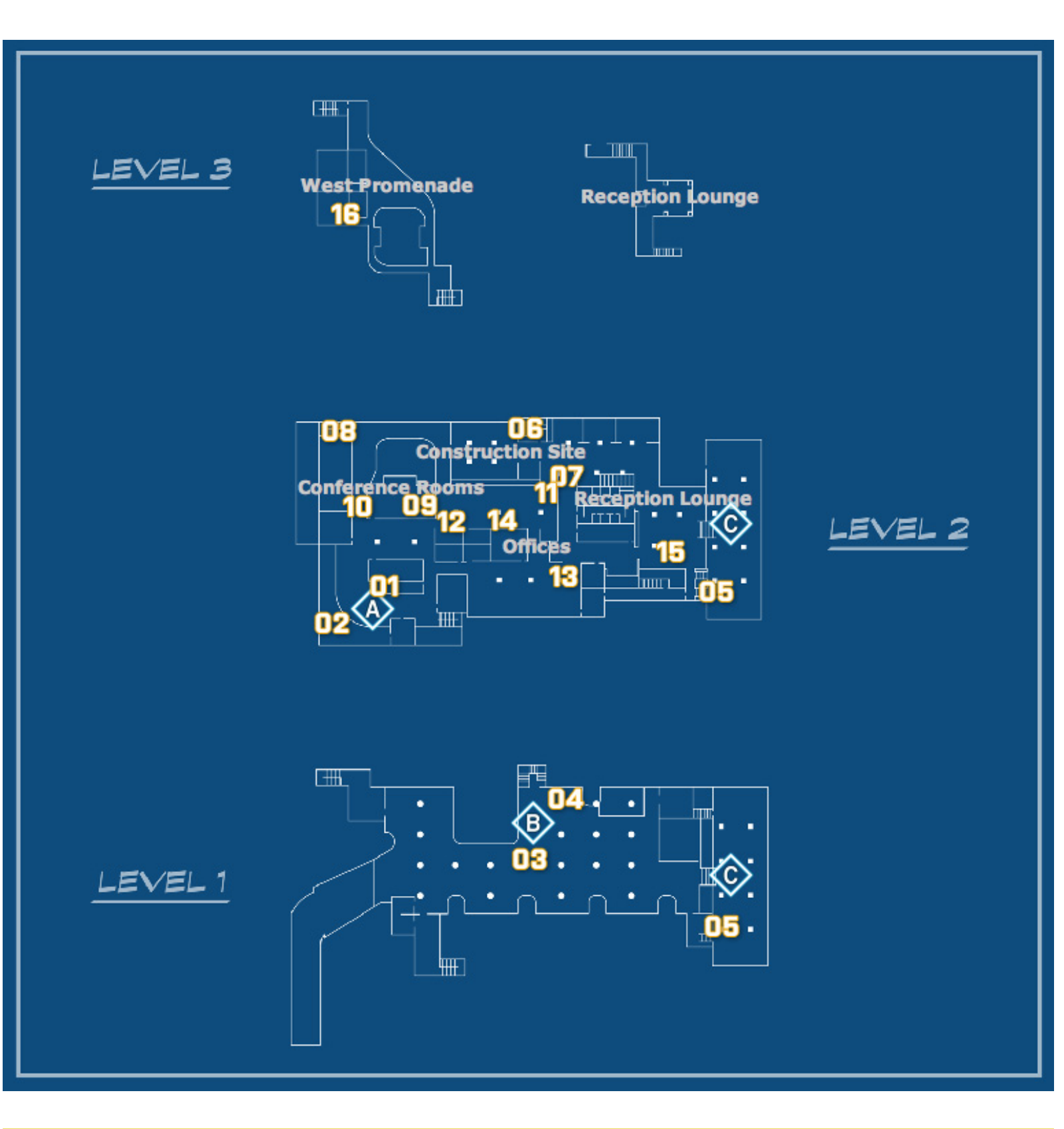
Level 1 [10]



This wide corridor to the kitchen's west is the most direct path between the north courtyard and the central courtyard. You're likely to encounter both friends and enemies while moving through this passage, so stay on your toes.

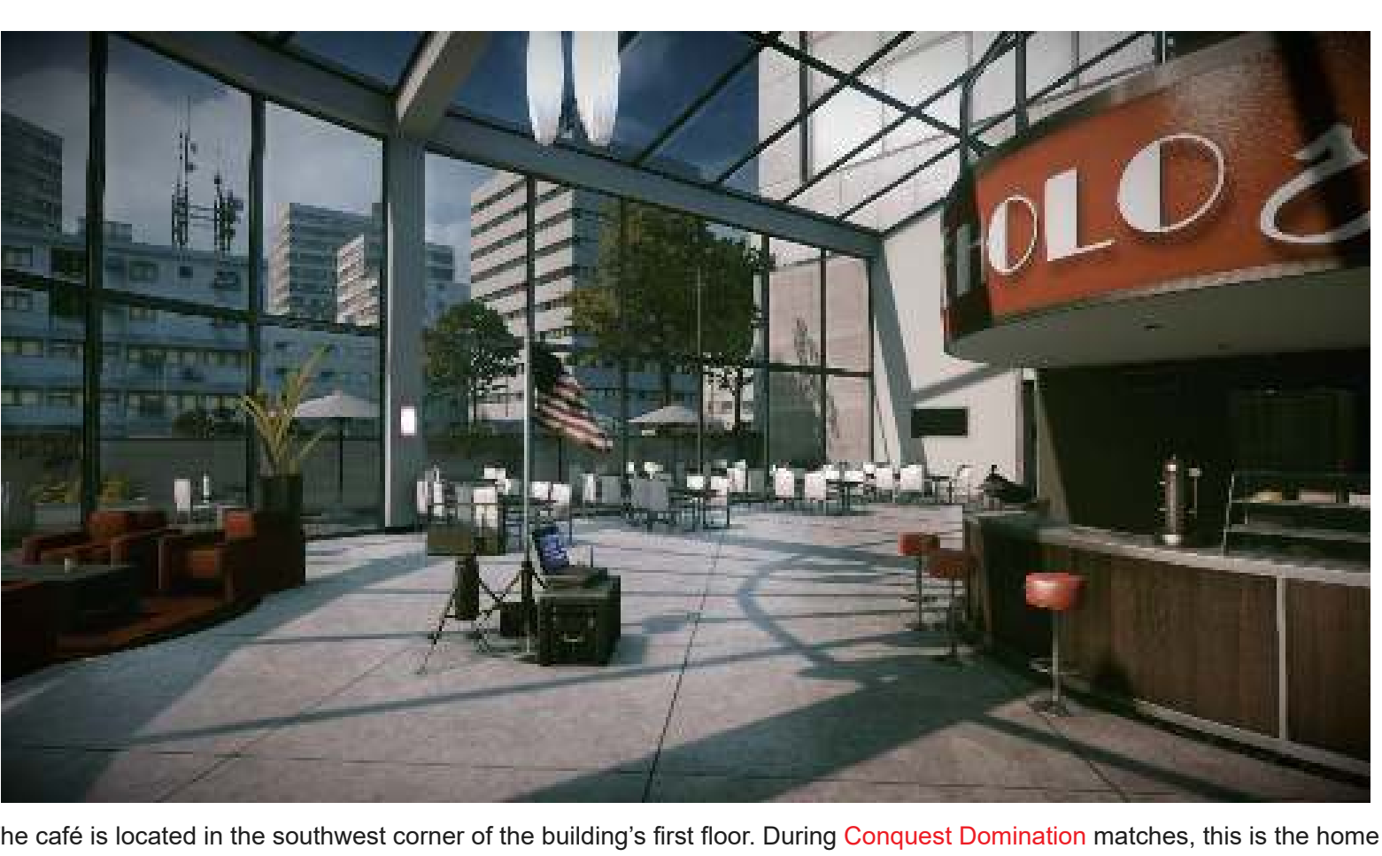
Central Courtyard

Points of Interest



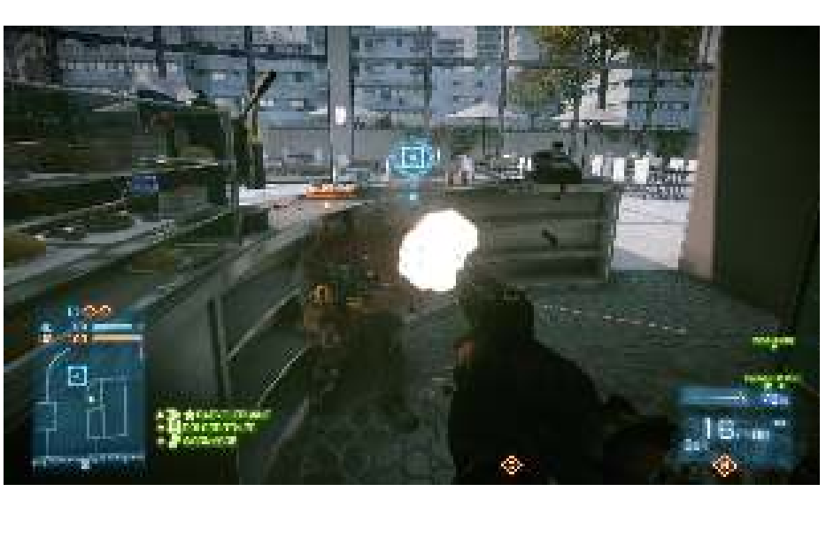
Click here for interactive maps

Café (Flag A)



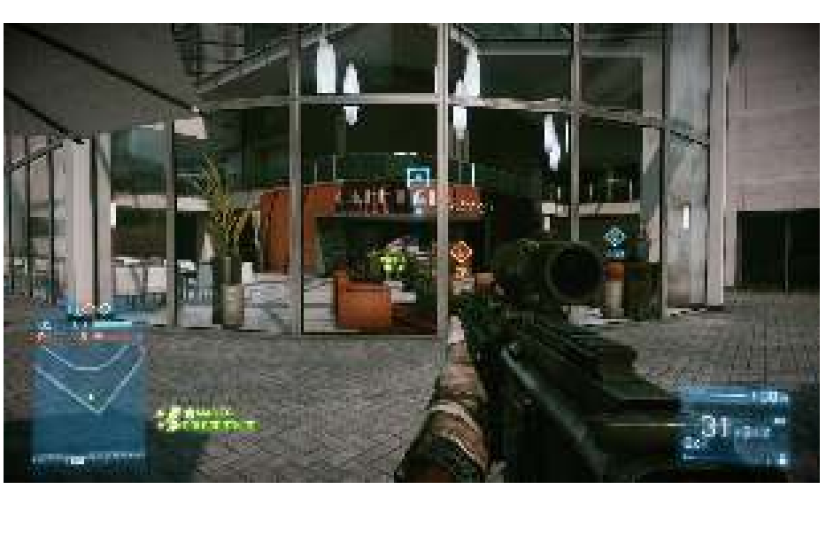
The café is located in the southwest corner of the building's first floor. During Conquest Domination matches, this is the home of Flag A, sitting just south of the café's counter. There is virtually no cover or concealment within the flag's capture radius, so consider deploying smoke before attempting to convert this flag, especially if you suspect opponents are camping nearby. The area behind the café's counter is accessible and is a popular hiding spot. Also watch the outdoor veranda to the south and the upstairs promenade, just above the café. Defenders posted on the promenade and connecting walkways have a clear view of the café, often allowing them to get the jump on attackers scurrying about the floor below. This area has one of the more wide-open spaces on the map; prepare for engagements at intermediate range. As a result, carbines and assault rifles are well suited for firefights in this area.

Level 1 [01]



Watch the area behind the café's counter. This is a popular hiding spot, especially during Conquest Domination matches. Flag A can be converted and contested from behind the counter.

Level 1 [02]



The outdoor veranda is one of the few places near the café where you can put your back up against a wall and engage the cross-traffic. This is a good defensive position while watching Flag A during Conquest Domination matches.

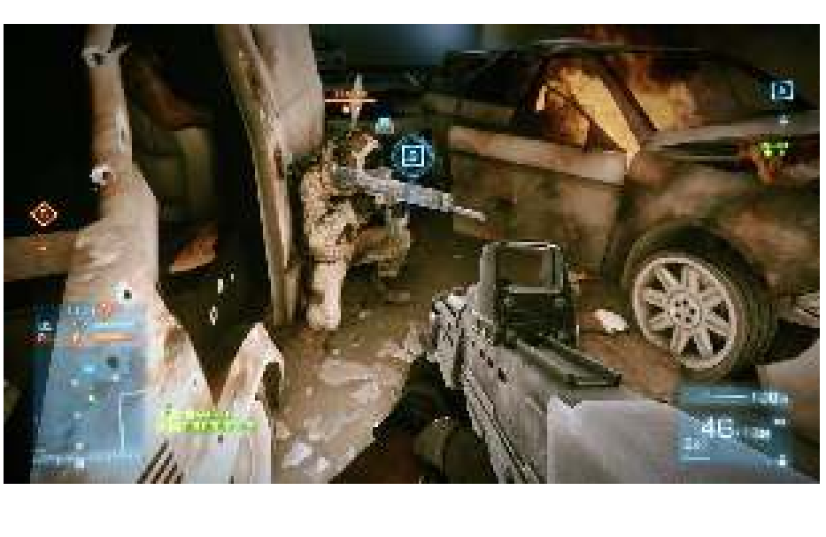
Parking Garage (Flag B)

The parking garage comprises the map's entire bottom floor, offering remarkably long sight lines that are ideal for assault and sniper rifles. Flag B is also here during Conquest Domination matches, situated between three burning vehicles near the center of the floor.

The fire, smoke, and vehicles all provide excellent cover and concealment while within the flag's compact capture radius. But always prepare for booby traps and ambushes when moving into this tight space, as there isn't much room to maneuver while converting the flag. Regardless of game mode, exercise caution while moving through the parking garage, always using the various pillars and parked cars for cover to avoid getting sniped. There are various staircases leading down into the parking garage, so always be mindful of these entry points when operating down here. If you're not careful, an opponent can sneak up behind you and steal your dog tags. When possible, keep your back to a wall to avoid such surprise attacks.

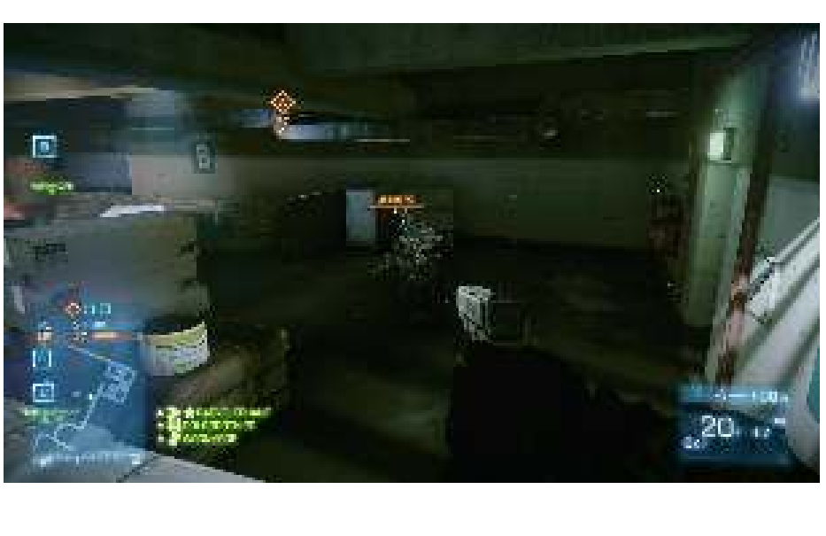
The parking garage is somewhat dark, but tactical lights and laser sights aren't terribly beneficial here; they can give away your position. You're better off attaching suppressors or flash suppressors to hide your muzzle flash.

Level 0 [03]



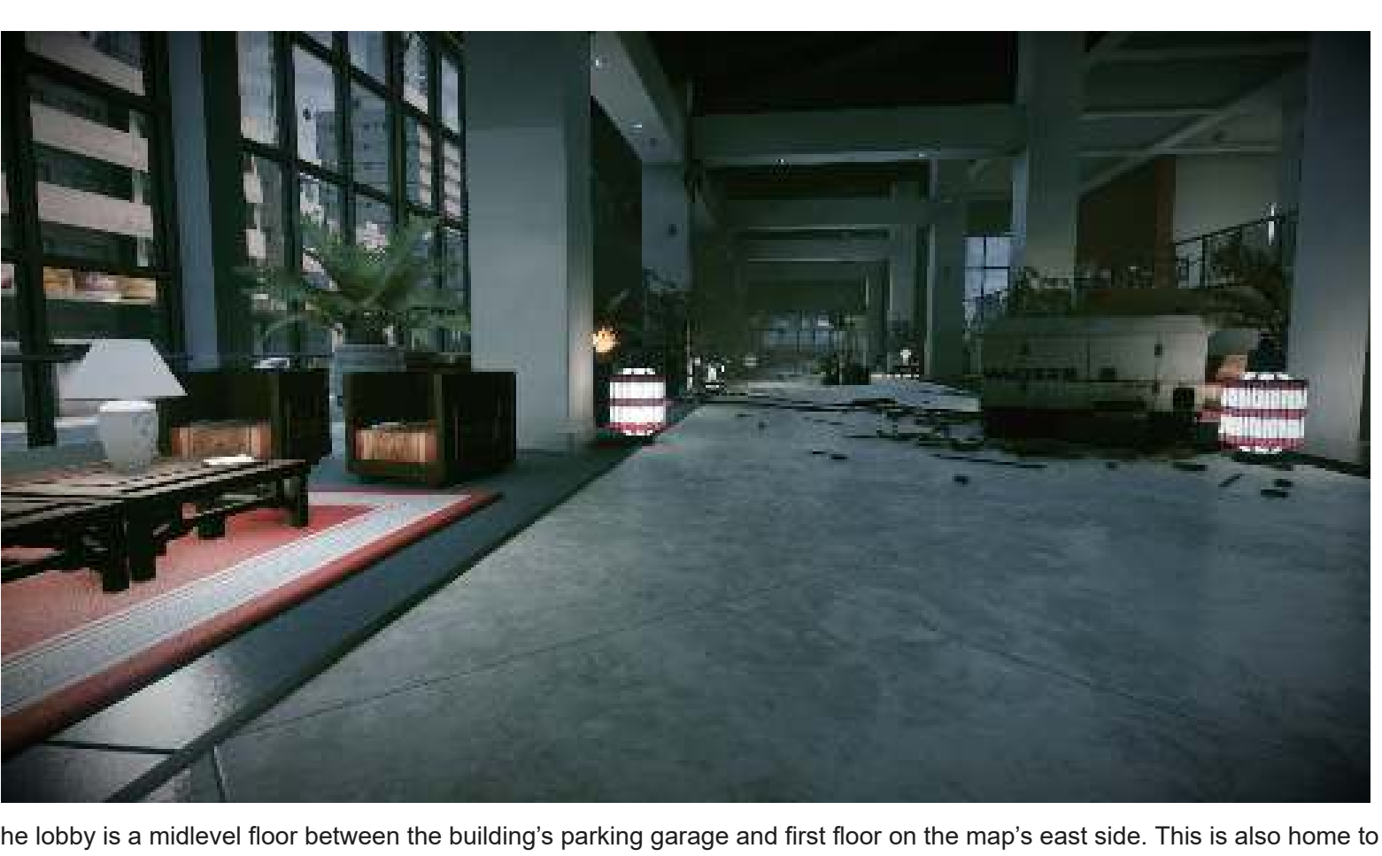
Visibility around Flag B is very limited due to the smoke and fire pouring out of the nearby vehicles. This makes it a good place to score kills with claymores and knives.

Level 0 [04]



The stairwells leading down to the garage are natural choke points. During Squad or Team Deathmatch games, consider locking down the whole garage by ambushing traffic moving through these narrow passages.

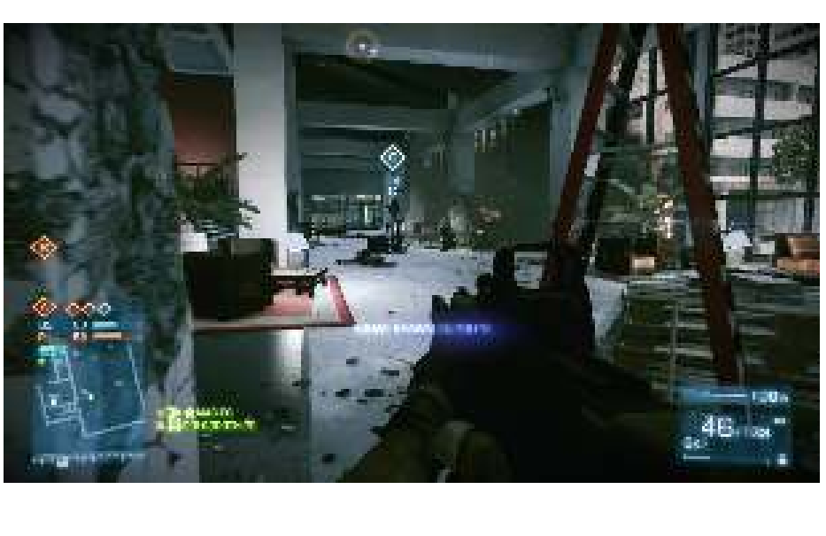
Lobby (Flag C)



The lobby is a midlevel floor between the building's parking garage and first floor on the map's east side. This is also home to Flag C during Conquest Domination maps, with the flagpole posted in the dead center of the lobby. There isn't much cover or concealment near the flag, so either deploy smoke or keep moving while attempting to convert this position.

The lobby's rectangular layout allows for some exceptionally long sight lines, particularly from north to south. Expect to find recon troops posted on the north or south ends of the lobby, looking for sniping victims. On the lobby's southern side is a small staircase leading up to a small upstairs lounge. This is also a popular defensive position, so don't forget to look up. Given the openness and long sight lines afforded by this location, consider avoiding the lobby unless you're equipped with an assault rifle or carbine. Sniper rifles can also be effective here, but because of the fast-paced action, opt for the semiautomatic variety over bolt-action rifles.

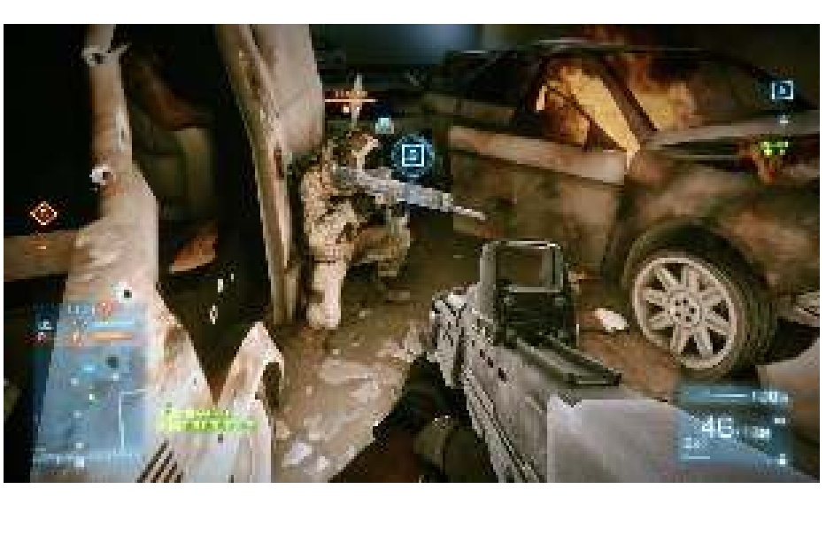
Level 0 [05]



During Conquest Domination matches, watch Flag C from the north or south sides of the lobby. Either side offers a great view of the flag, allowing you to drop opponents from long range.

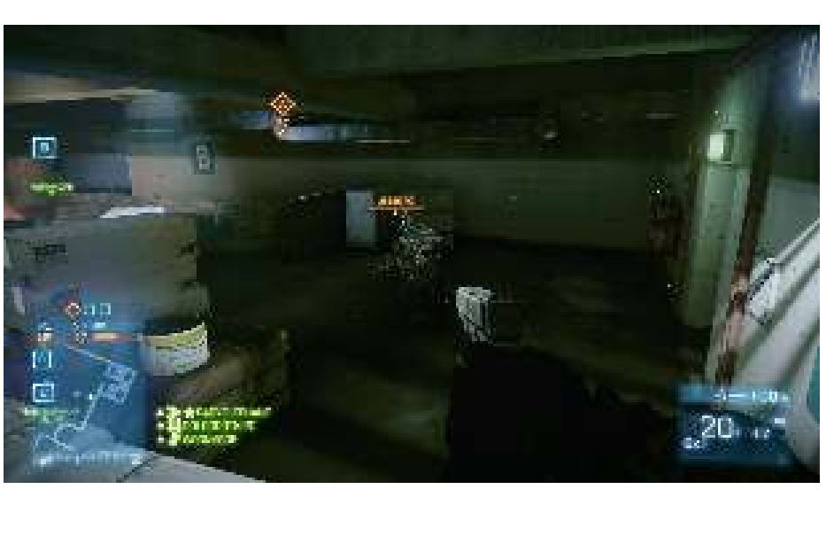
Construction Site

Level 1 [06]



Don't be in a hurry while moving through the stairwells. A laser sight can help during these close encounters, increasing your weapon's accuracy while firing from the hip. There's no need to aim at this range.

Level 1 [07]

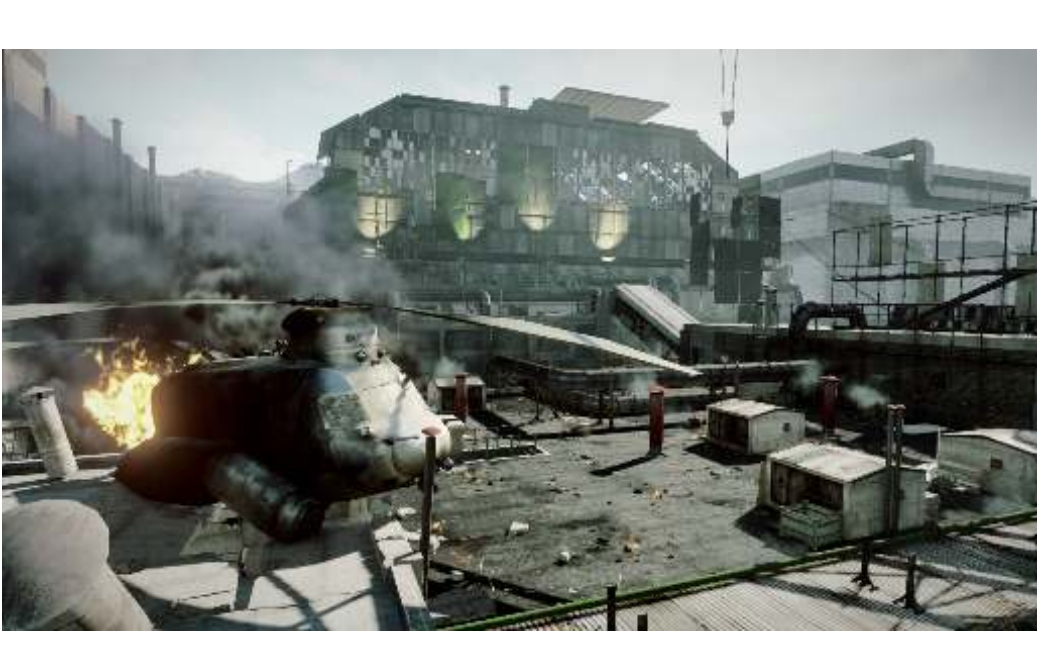


There are plenty of hiding places here, so watch out for knife-wielding opponents lurking in the shadows. If you're trying to win a Gun Master match, this is a good place to stalk your prey.

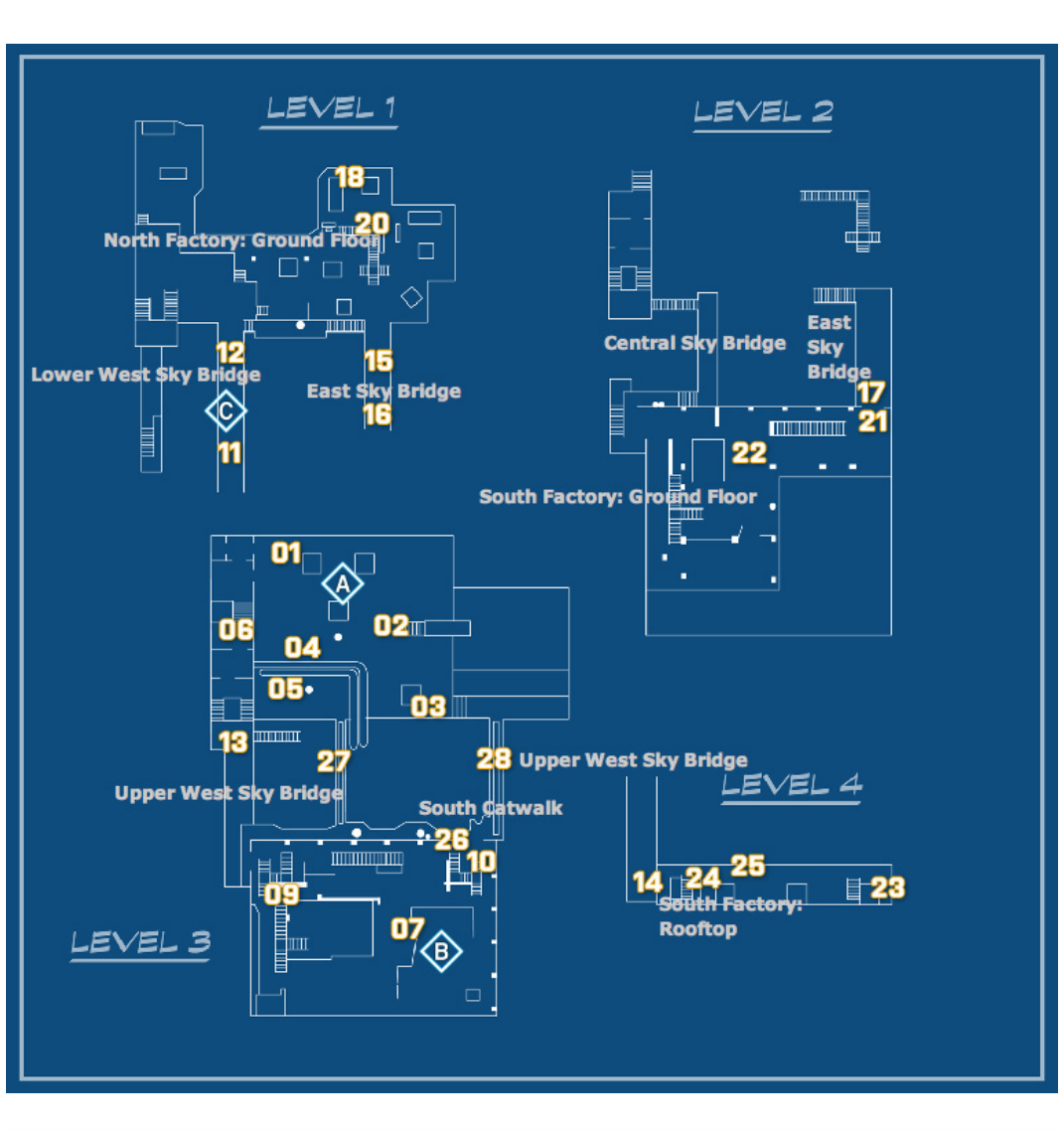
Conference Rooms

Close-Quarters Battlefields

Scrapmetal



Points of Interest



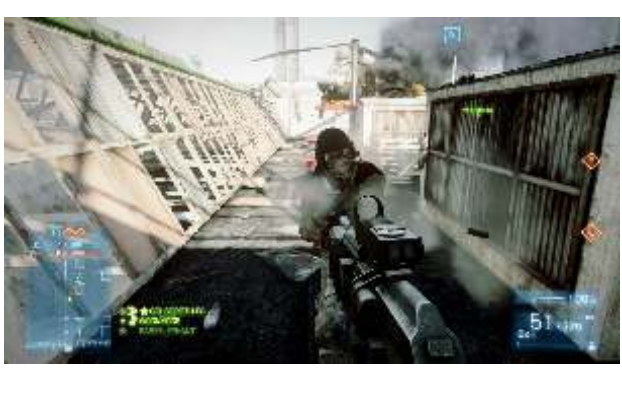
Click here for interactive maps

North Factory: Rooftop (Flag A)

During Conquest Domination matches, the north rooftop is home to Flag A, making it a high-traffic area. If you're attempting to convert the flag here, always seek cover, deploy smoke, or just keep moving. Sharpshooters posted on the catwalks and rooftop to the south often watch this area, looking for long-range kills. Sniper duels are common between this rooftop and the building to the south, so never pause to enjoy the view unless you're behind a solid piece of cover.

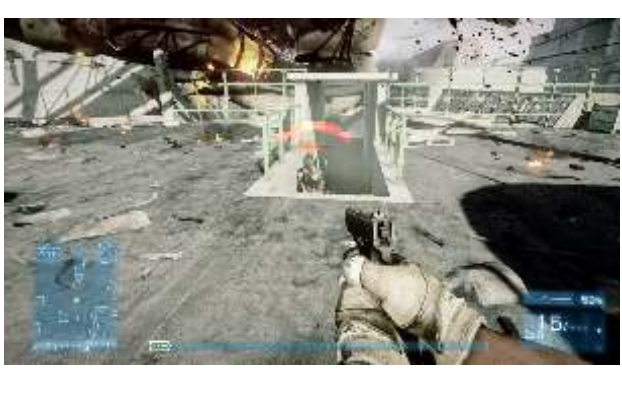
The doors to the west and the staircase to the east are the most common approaches to this rooftop. Troops moving across the top of the sky bridges can also access this rooftop. Given the long sight lines afforded by this location, carbines, assault rifles, and sniper rifles are best suited for engagements here. Remember, opponents on this rooftop aren't the only threat; you may also have to contend with opponents sniping from the south.

Leval 3 [01]



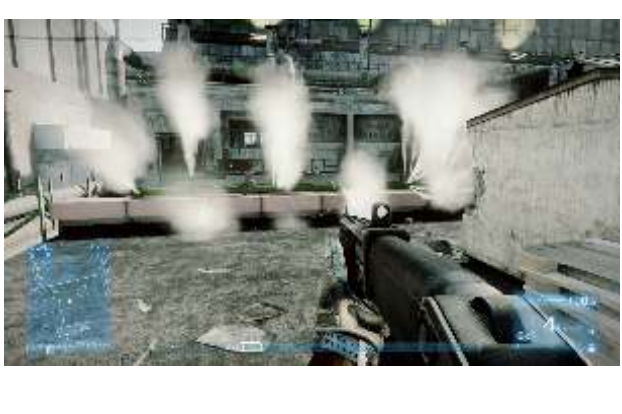
To avoid getting picked off by snipers positioned to the south, many players hide behind these structures on the roof's north side. As a result, prepare for close-quarter engagements here, particularly during Conquest Domination matches.

Leval 3 [02]



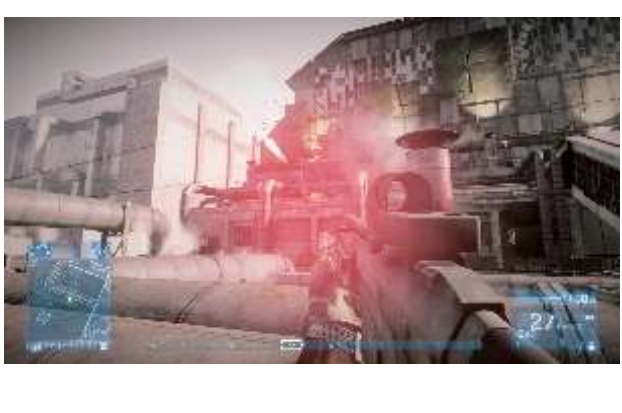
The stairway on the rooftop's east side is a popular access point and a natural choke point. Claymores are very effective here. When firing at opponents ascending the stairway, try to finish them off before they can reach the rooftop. The narrow stairway limits lateral movement, making them an easier target.

Leval 3 [03]



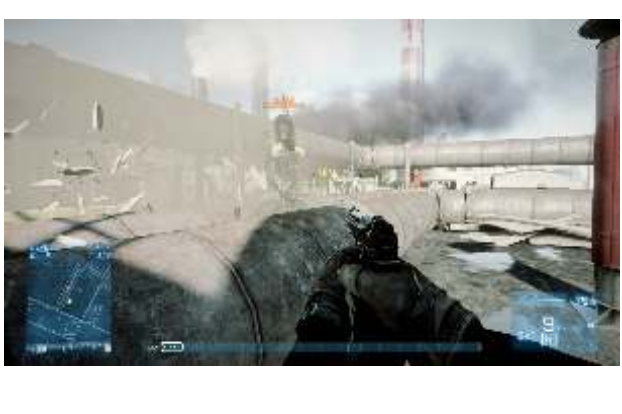
The green pipe on the roof's southern edge emits thick clouds of steam when perforated by small-arms fire. Use these steam clouds to obscure the vision of sharpshooters posted on the south factory's rooftop.

Leval 3 [04]



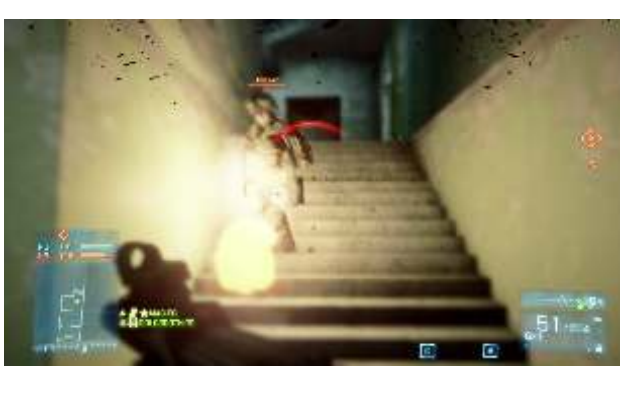
Even at this range, laser sights can give away the positions of opponents on the south factory's rooftop or the south catwalk. When countersniping from this rooftop, always seek out cover. The large pipes on the roof's southwest side offer decent cover and concealment while crouched.

Leval 3 [05]



These large pipes offer decent cover, but they can also hinder your movement, requiring you to jump over them. Just be careful when leaping over these pipes because opponents may be waiting to ambush you on the other side.

Leval 3 [06]

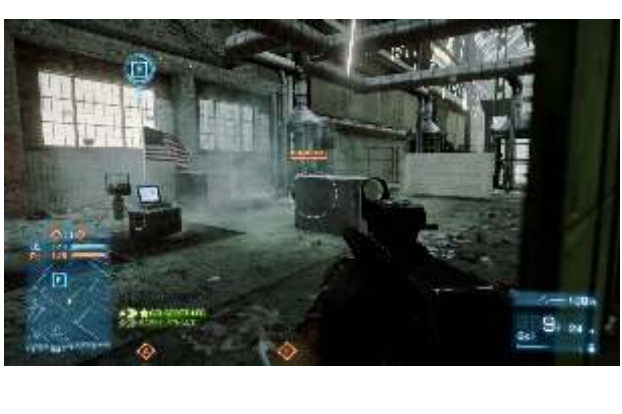


Don't sprint while moving through the narrow stairwell on the roof's west side. Always keep your weapon raised and ready to fire. Otherwise, all it takes is one point-blank shotgun blast to ruin your day.

South Factory: Top Floor (Flag B)

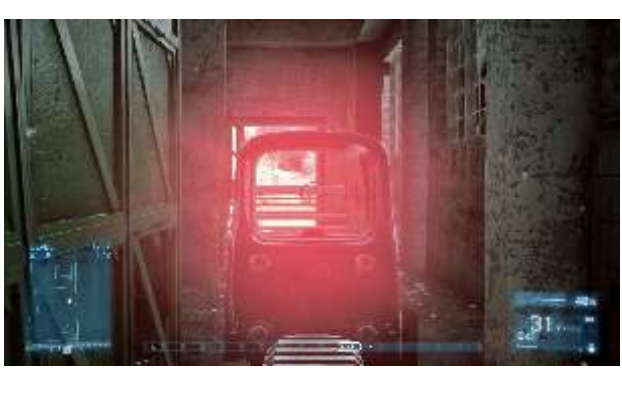
The south factory's top floor is home to Flag B during Conquest Domination matches, making this a hotly contested location. Although this floor is rather large, it is divided by several walls and partitions. Many of the green wooden partitions can be destroyed with small-arms fire and explosives, opening up longer sight lines. In Conquest Domination matches, Flag B is located in the southeast corner of the floor, surrounded by several walls. This limits engagements around the flag to point-blank range where shotguns and PDWs dominate. There's a large opening in the floor's west side, providing a good view of the floor below from multiple angles. But don't get too comfortable camping anywhere on this floor. Given the various stairways and blind corners, opponents can pop up from anywhere. Instead, stay on the move and periodically turn around to ensure no opponents are following you.

Leval 3 [07]



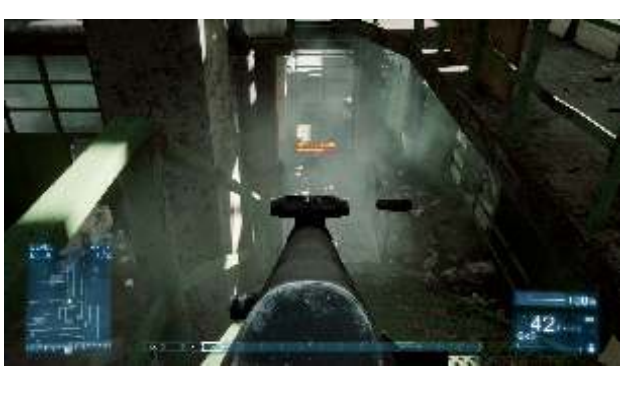
The two concrete blocks near Flag B offer excellent cover and concealment. Even while engaging opponents, standing behind these blocks makes you harder to see and hit.

Leval 3 [08]



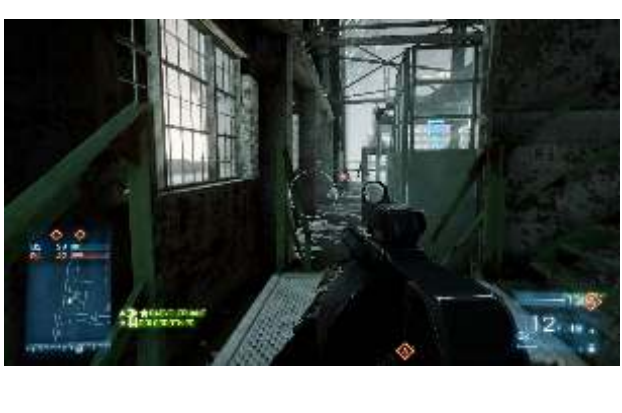
By peering between the nearby steps and through the doorway to the north, you can engage opponents on the north factory's rooftop to score some long-range kills. But remember, if you can see them, they can see you. Always turn off any tactical lights or laser sights to avoid giving away your position.

Leval 3 [09]



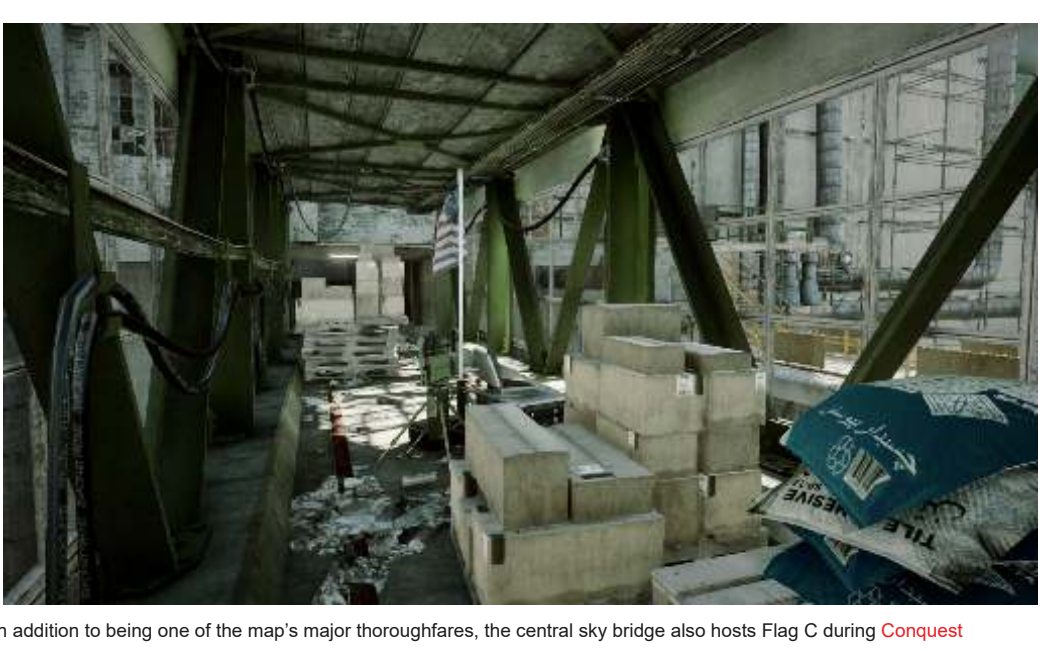
The stairway on the floor's west side is a key choke point. From this opening in the floor, you can engage opponents on the stairs and those scurrying around on the bottom floor.

Leval 3 [10]



Be careful when approaching Flag B from this narrow passage on the floor's east side during Conquest Domination matches. Opponents positioned near the flag may have you in their sights long before you can retaliate. It's safer to approach the flag from the west side.

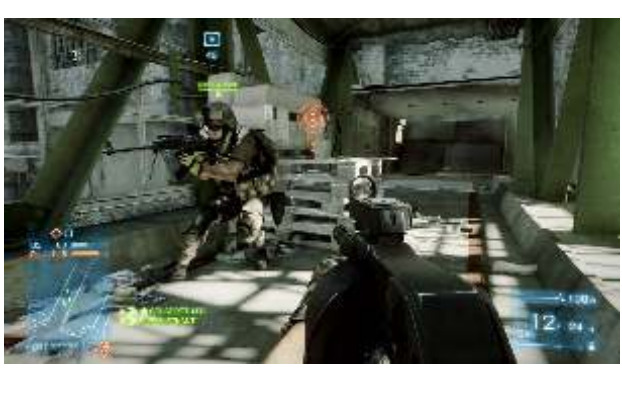
Central Sky Bridge (Flag C)



In addition to being one of the map's major thoroughfares, the central sky bridge also hosts Flag C during Conquest Domination matches. Given its central location between the two factories, the fight for this flag is intense. A few cardboard boxes and wooden pallets positioned on each side of the flag offer the only concealment from opponents to the north or south. But the sky bridge can also be monitored from the two flanking sky bridges to the east and west. Therefore, don't plan on spending much time here.

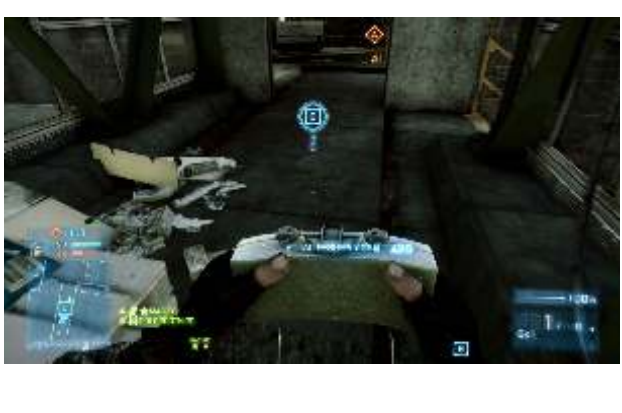
If you want to defend this flag, do so from the perimeter. The sky bridge connects to the bottom floors of each factory, making it a high-traffic area for north–south travel and a dangerous choke point frequently booby-trapped with claymores and C4. The roof of this sky bridge is accessible from catwalks and stairs on the north and south sides. Sometimes moving along the roof is preferable to moving within the cramped interior. Whatever your preference, move through this area fast to avoid getting caught in a cross fire between the two factories.

Leval 1 [11]



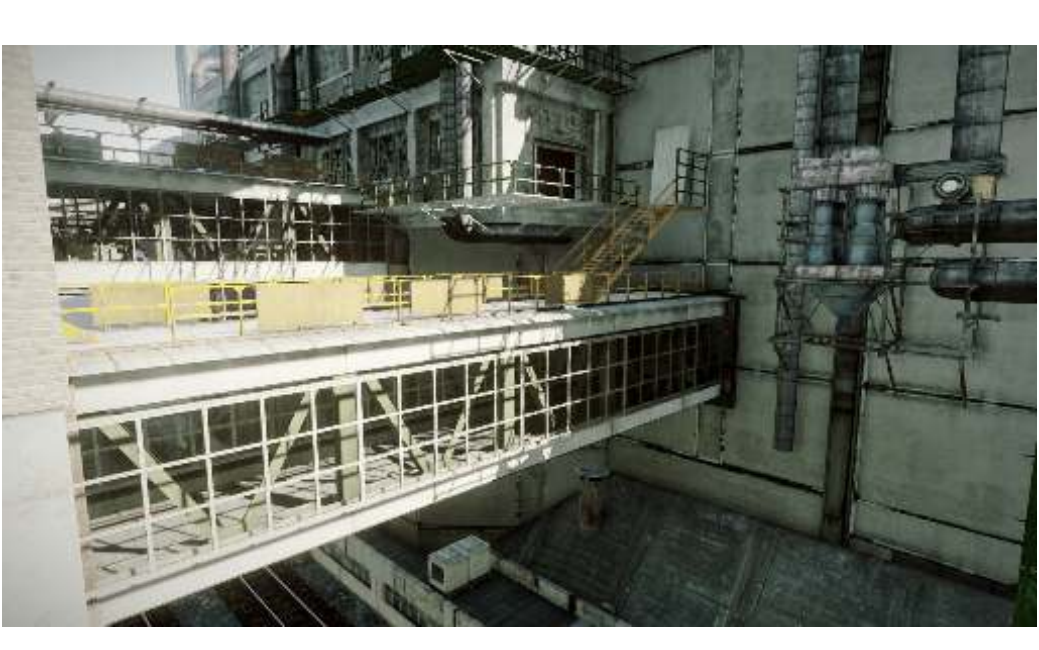
When possible, always convert Flag C with a teammate during Conquest Domination matches. You'll need to watch both ends of the sky bridge to fend off any sudden counterattacks.

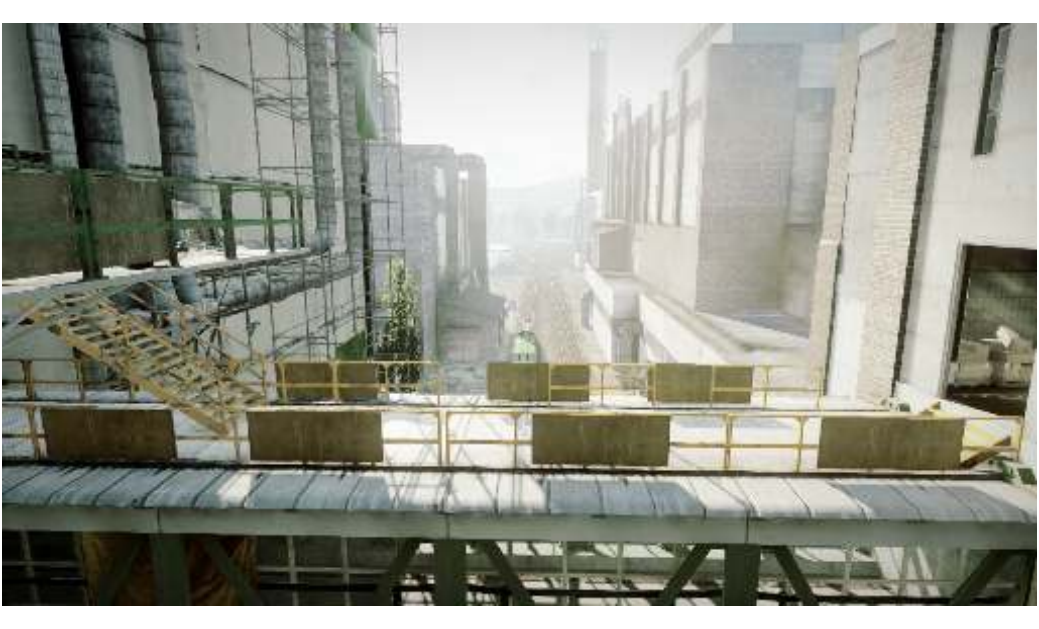
Leval 1 [12]



Consider hiding claymores near the wooden pallets in this sky bridge. This is a high-traffic area in all game modes, practically guaranteeing you claymore kills.

Lower West Sky Bridge





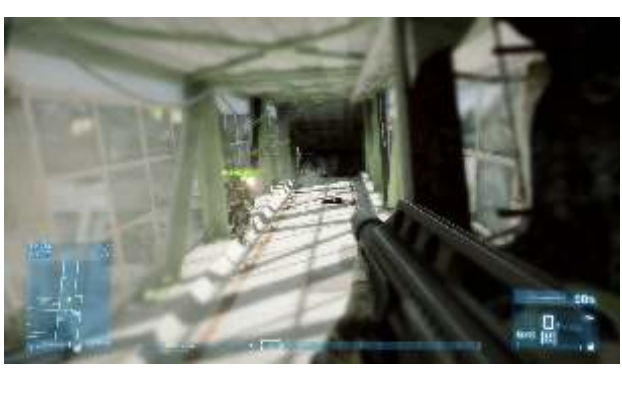
In terms of elevation, this is the lowest of the four sky bridges connecting the ground floors of the north and south factories. Only the roof of this bridge is accessible. The low elevation and lack of enclosure can make crossing this bridge extremely dangerous. So if you're forced to cross this bridge, do so while sprinting. This may not protect you completely, but it will make you more difficult to hit. If available, consider deploying smoke to mask your advance.

On the bridge's north end, you can race directly into the north factory for cover. But on the south end, you must first traverse an exterior staircase before you can reach the interior of the south factory. The connecting catwalk on the south end also allows access to the roof of the central sky bridge. But if you're taking fire, it's best to limit your exposure along these exterior pathways.

Upper West Sky Bridge

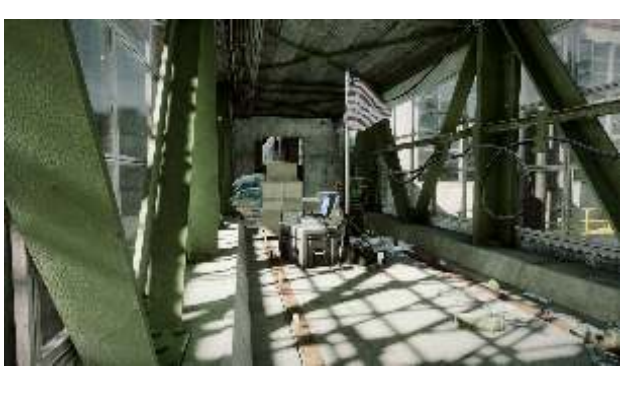
This sky bridge is located just above the lower west sky bridge and connects the rooftops of the two factories. To negotiate the elevation differences between the two rooftops, this sky bridge is sloped at a steep angle, forcing those on the north side to race uphill. When moving along this bridge, adjust your aim by either raising it or lowering it so you can spot and engage opponents at the opposite end. There is no way to access the roof of this sky bridge, so take care while moving through the interior, where there's no cover. Firefights in this sky bridge often favor those on the south side, as it allows them to fire down at opponents on the north end. The bridge's south side is connected directly to the south factory's rooftop. There's also a staircase nearby that leads down to the south factory's top floor. On the north end, the bridge is connected to a narrow stairwell leading up to the north factory's rooftop. Regardless of the game mode, these two rooftops are popular locations, often making this sky bridge a high-traffic thoroughfare.

Leval 3 [13]



Players on the north side of this sky bridge are at a disadvantage during firefights here due to the steep slope. Watch out for incoming fire as well as grenades rolling down the floor of the sky bridge. Chunks of the wall surrounding the northern doorjamb can be shot out, so don't feel too safe hiding here.

Leval 4 [14]



Be careful rounding this corner where the sky bridge connects to the south factory's rooftop. This is a high-traffic area, so be ready to engage opponents at point-blank range. Alternatively, there may be opponents on the rooftop covering this junction.

East Sky Bridge

The east sky bridge directly connects the ground floors of the north and south factories. However, these two ground floors are not at the same elevation, so the sky bridge is sloped upward on the south side. The interior of the sky bridge is littered with wooden pallets and cardboard boxes. Think of these objects more as obstacles than as cover. Be ready to vault over them as you pass through this sky bridge.

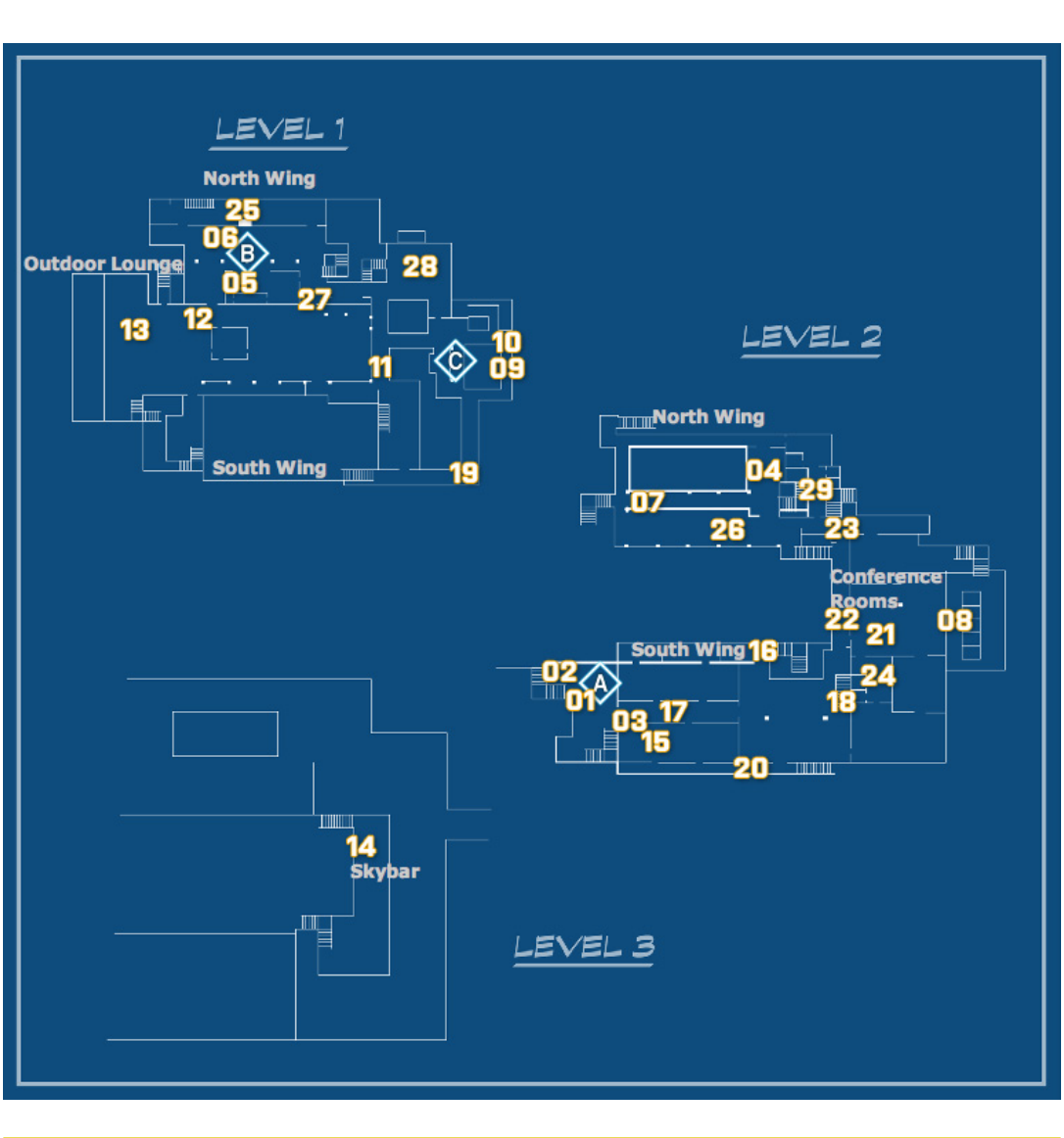
The roof of the sky bridge is also accessible. On the south side, a piece of sheet metal serves as a makeshift ramp, connecting the sky bridge's roof to the south catwalk, located directly outside the south factory's top floor. On the north end, the sky bridge's rooftop is connected to a yellow exterior catwalk running along the north factory's exterior wall. But be careful when traversing this sky bridge's rooftop. It is exposed up here, and there are two dislodged panels creating large openings. If you don't watch your step, you may fall through one of these openings and drop into the sky bridge's interior. Such drops aren't fatal or even harmful, but they may put you in direct contact with opponents below.

Leval 1 [15]

Close-Quarters Battlefields

Ziba Tower

Points of Interest



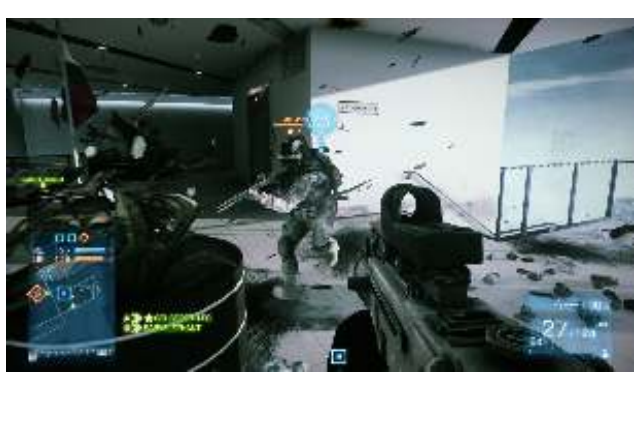
Click here for interactive maps

South Balcony (Flag A)

Located on the second floor of the south wing, the south balcony overlooks the outdoor lounge. During Conquest Domination matches, this location is home to Flag A, making this cramped space a deadly high-traffic area as teammates and opponents race from one flag to the next. Always seek cover behind the nearby planter when converting this flag. At the very least, keep moving to avoid being surprised by sharpshooters posted near the restaurant to the north.

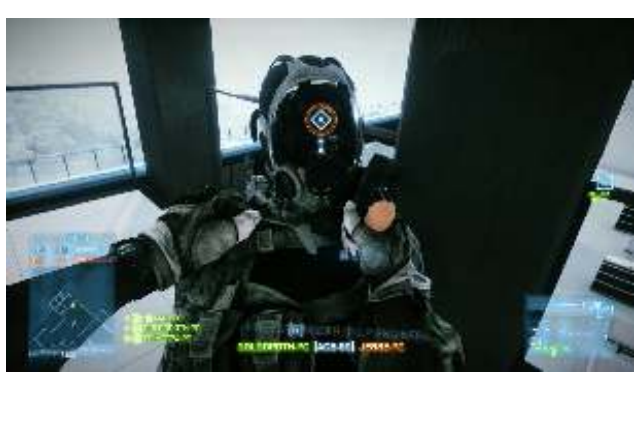
The staircase to the west offers access to and from the outdoor lounge. Given the lack of cover on this staircase, it's safer to use the interior staircase to the south, which connects to a small lounge on the south wing's first floor. The balcony can also be accessed from the long interior hallway to the east. While most fighting in this area occurs at close range, be prepared to deal with long-range threats posted to the north or down the hall to the east. Such versatility is best met by equipping a carbine or compact assault rifle.

Leval 2 [01]



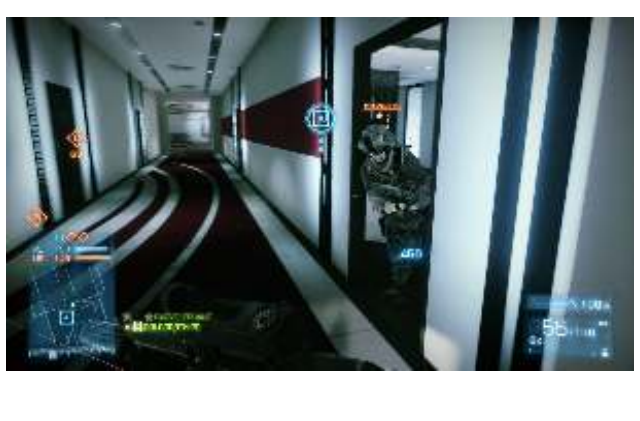
When standing on the south balcony, don't get distracted by activity in the outdoor lounge to the north. If you're not careful, an opponent can sneak up behind you, approaching from the nearby stairways or the hall to the east.

Leval 2 [02]



The lure of sniping opponents in the outdoor lounge or north wing may prove too tempting for some players. As a result, you can usually score some easy knife kills here by rushing up behind a distracted opponent.

Leval 2 [03]



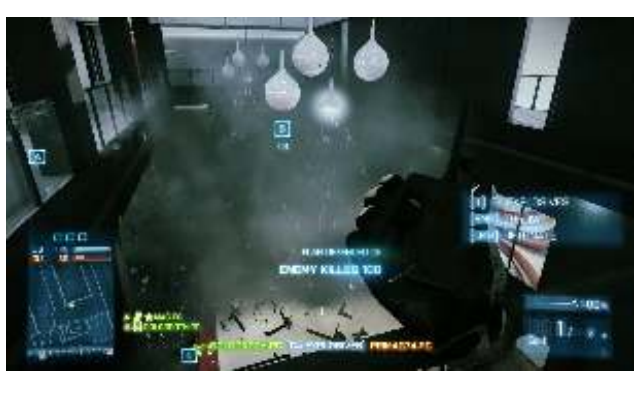
In addition to watching the two staircases here, look for movement through the hall to the east. Additionally, opponents may pop out of one of the nearby doorways connected to the adjoining suites.

Restaurant (Flag B)

This upscale restaurant occupies the majority of the north wing's floor plan. The spacious dining area on the first floor is also home to Flag B during Conquest Domination matches. Converting the flag here can be deadly, especially if opponents are posted on the upper-floor walkway ringing the dining area. Sneaky defenders can also watch this flag by peering through the fireplace directly to the north while posted on the adjoining lounge. The kitchen, on the south side, is also a good ground-floor defensive position.

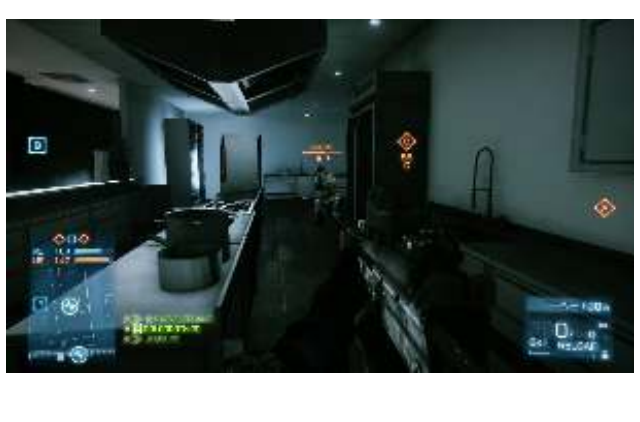
While stepping into the dining area is a necessary risk in Conquest Domination, the bottom floor is best avoided in all other game modes. There's virtually no cover and the tables and chairs can hinder movement. Stick to the upstairs walkway, using the height advantage to fire down at opponents. If you find yourself on the bottom floor, stick to the perimeter of the dining area where you're less likely to be spotted from above. The relatively long sight lines afforded by this location make both carbines and assault rifles very effective.

Leval 2 [04]



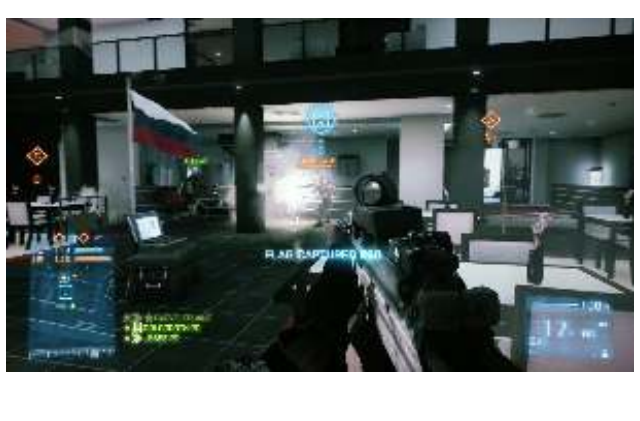
By watching from the elevated walkway, you can ambush opponents in the restaurant's dining area. C4 is very effective when defending the flag during Conquest Domination matches.

Leval 1 [05]



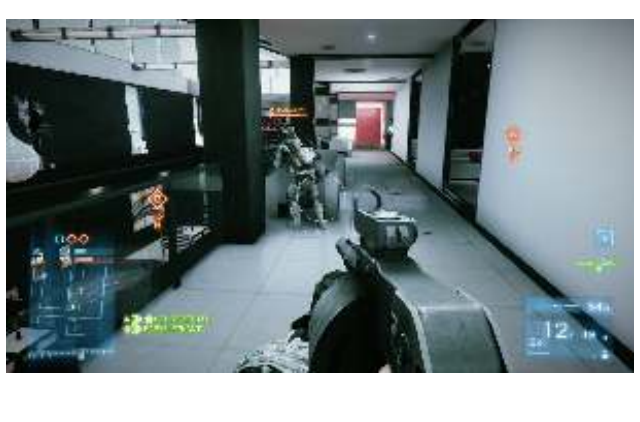
The kitchen is located on the dining area's south side. While it's possible to watch the dining room from this position, the kitchen can become a high-traffic area for those attempting to avoid ambushes in the dining area. So think twice before camping here.

Leval 1 [06]



Be mindful of the tables and chairs in the dining area. Getting hung up on these can make it difficult to strafe during chaotic firefights. When possible, stay to the north or south sides of the dining area to avoid inadvertently running into these objects.

Leval 2 [07]



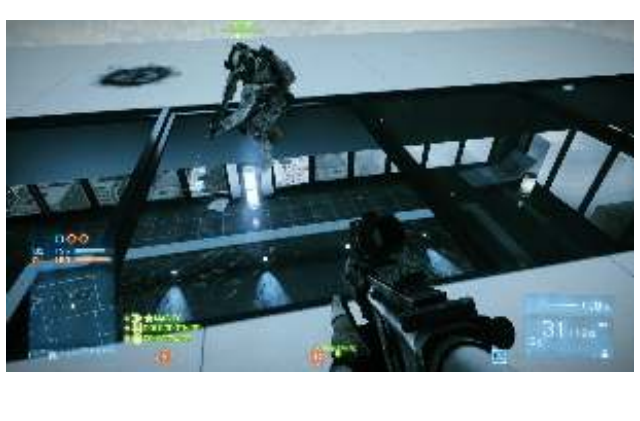
While the walkway above the dining area is a good spot to ambush opponents on the floor below, never stop up here. This walkway is connected to multiple second-floor corridors, making it impossible to predict where opponents may appear. Even if you're careful, getting flanked here is a regular occurrence. So watch your back or make sure a teammate does.

Pool and Spa (Flag C)

There's little time to relax in this shallow indoor pool on the building's east side. Flag C is located along the pool's west side during Conquest Domination matches, ensuring this location sees plenty of traffic. As two of the map's central locations, the pool and spa can be accessed from multiple directions on the first floor. But it's also possible to drop through the skylight (on the second floor) to make a surprise entry.

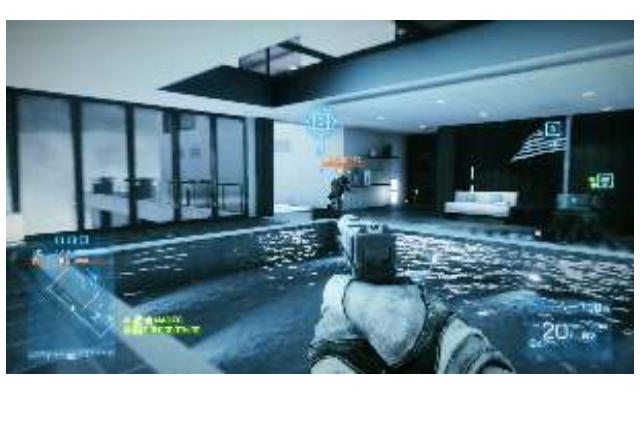
When operating in this location, avoid stepping into the shallow pool, as you may get hung up on the perimeter while trying to exit. Also, be mindful of the lengthy outdoor path to the south. Long-range duels are common along here and can serve as a good overmatch position when watching Flag C from a distance. Defenders may also seek cover behind the reception desk on the pool's north side. Shotguns and PDWs work well when engaging opponents within this small room. But if you wish to contend with opponents posted to the south, a carbine or assault rifle offers greater range and versatility.

Leval 1 [08]



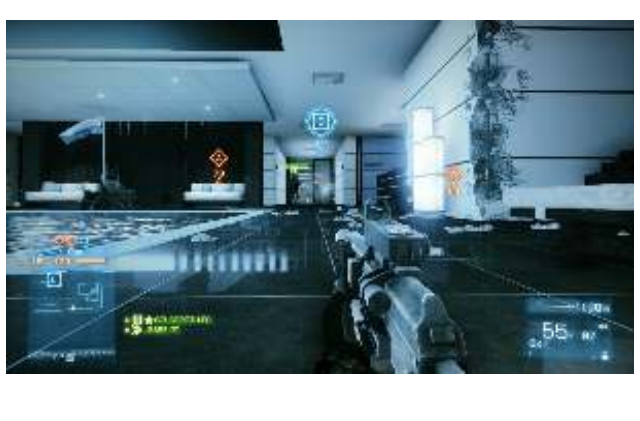
The rooftop above the pool and spa is accessible by hopping out the window in the large conference room on the second floor. From this rooftop position, you can ambush opponents on the floor below by firing through the skylight. Or simply smash the skylight and drop into the pool.

Leval 1 [09]



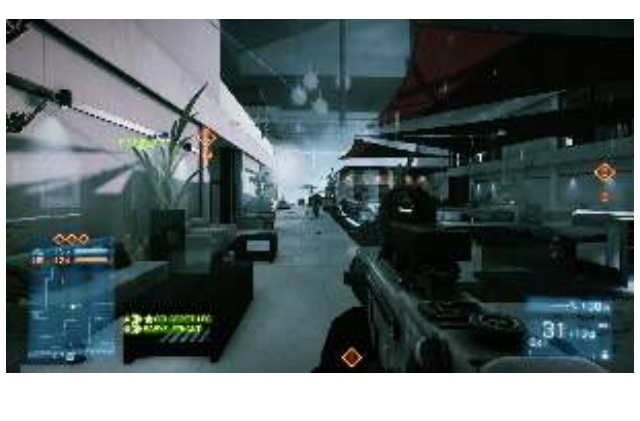
Although the pool is extremely shallow, avoid stepping into the water to maintain greater speed and lateral mobility. The water doesn't slow you down, but bumping into the edges of the pool does. Also, be mindful of the windows on the room's east side. If the windows have been shot out, you may accidentally fall off the side of the building, leading to an embarrassing death.

Leval 1 [10]



From this corner position, it's possible to hit opponents approaching from the hall to the west as well as ambush others rushing down the steps to the north. With your back to the northeast corner, it also makes it impossible for anyone to sneak up behind you. The reception desk on the room's north side is another good defensive position, offering a good view of the long outdoor walkway to the south.

Leval 1 [11]



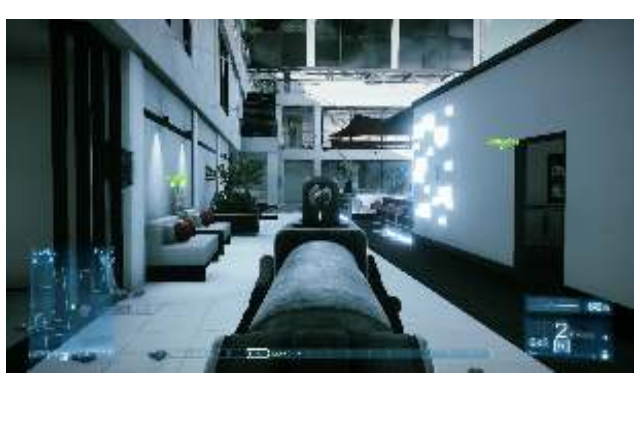
Directly west of the pool and spa is a long narrow hallway linking the north and south wings. The west side of this hall is lined with large windows offering a great view of the outdoor lounge. Always watch for enemies outside while passing through this corridor and stop long enough to engage them. But don't hold here long or else you're likely to be flanked from the north or south.

Outdoor Lounge

At one time, this swanky outdoor lounge was a relaxing rooftop retreat for business executives and their wealthy clients. Now this open-air lounge is a kill zone. Regardless of game mode, this area is best avoided due to the lack of cover and long sight lines. Still, racing through this area is the quickest way to move between the restaurant and south balcony, often making this a high-traffic area during Conquest Domination matches. If you wish to engage the cross-traffic here, take a position on the east or west sides of the lounge. Or better yet, head upstairs and cover the area from one of the perimeter walkways.

The kitchen behind the bar offers the only solid cover here. All other objects and furniture break apart quickly when exposed to small-arms fire. If you're planning to spend some time out here, bring along a sniper rifle or assault rifle and take advantage of the long east–west sight lines. But chances are your victims won't be standing still, so be prepared to lead your targets as they race through this kill zone.

Leval 1 [12]



The outdoor lounge offers some of the longest sight lines on the map. As a result, always take aim through your weapon's scope or iron sights to improve accuracy and stability. Even shotguns can benefit from aiming out here.

Leval 1 [13]

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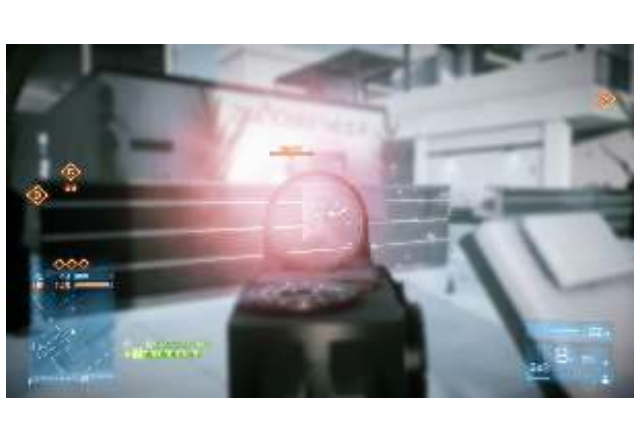


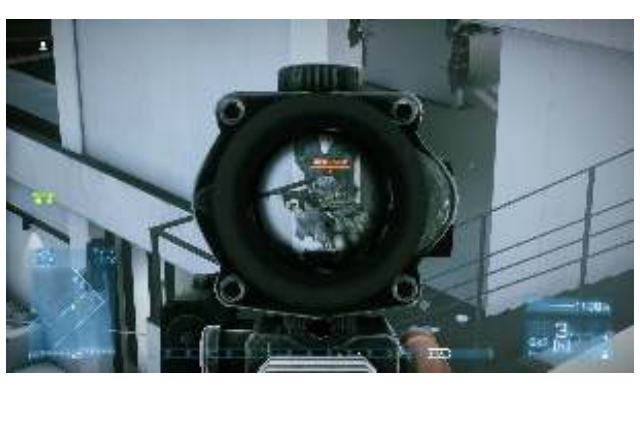
There isn't much cover in the outdoor lounge, so don't try to hide behind the flimsy patio furniture. The bar structure near the center of the lounge is one of the few pieces capable of withstanding a barrage of small-arms fire. The low partition walls are also quite sturdy, but you'll need to crouch to hide behind them. It's much safer to race indoors than attempt to hold out here very long.

Sky Bar

The sky bar is the highest point on the map, making it a popular sniping perch for recon troops. Positioned on the far east side of the outdoor lounge, this bar is little more than a wide open-air balcony, offering a sweeping view of the floors below, including the perimeter corridors of the restaurant and south wing. This area is only accessible via two staircases, located to the north and south. As a result, the sky bar is relatively simple to lock down, particularly if occupied by a squad.

Even if you're short on manpower, booby-trapping the staircases with claymores is a good way to prevent surprise attacks. While scanning for targets to the west, avoid getting hung up on the barstools positioned along the balcony's edge. Also, be ready to drop prone if you start taking fire. Assuming a crouch position may not be enough to escape danger, as the top edge of the balcony's low wall can be chipped away. While sniper rifles and assault rifles are well suited for engaging opponents in the outdoor lounge below, shotguns and PDWs are great for guarding the two staircases. During Squad and Team Deathmatch games, a well-equipped squad or team can fortify this location quite easily, making it an excellent base of operations.

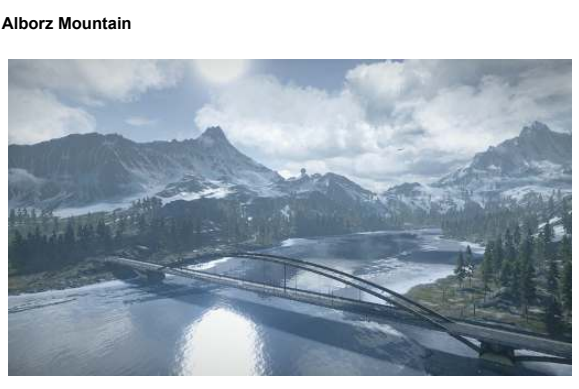
Leval 3 [14]

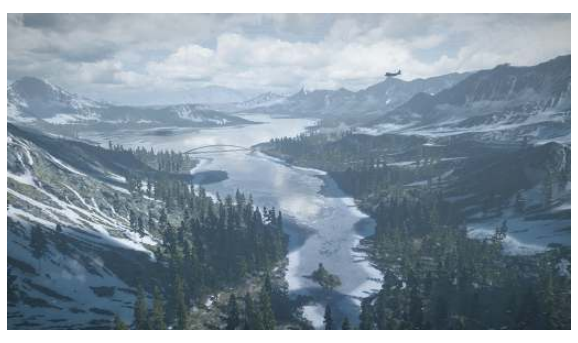


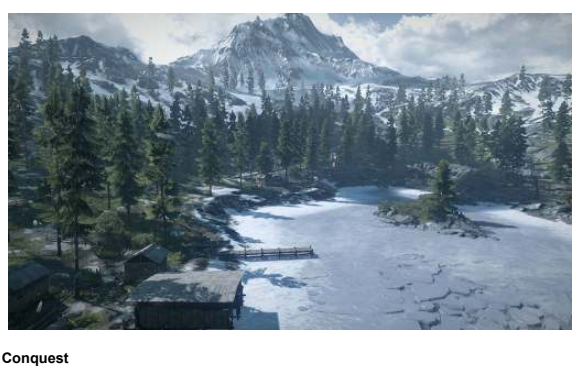
The sky bar is the premiere sniping perch, making it the ideal location to rush to when you acquire the JNG-90 sniper rifle during Gun Master matches. In addition to scouring the outdoor lounge for targets, don't forget to check the windows of the north and south wings. You can also hit enemies inside the north wing by firing through the nearby doorway connected to the staircase.

South Wing

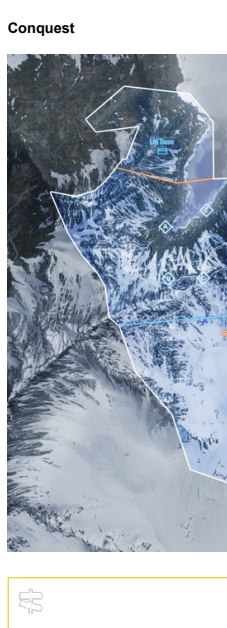
Alborz Mountain







Conquest



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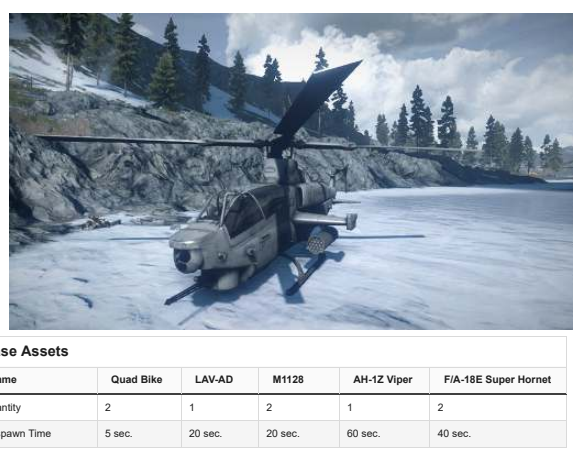
There are five flags up for grabs in this relatively large Conquest battle. As a result, your team needs to carefully plan out their movements to avoid spreading themselves too thin. As a rule, it's best if your team consolidates their forces around the three flags closest to their base. For the US team this means capturing and holding the mountain village (A), the outskirts (E), and the radio outpost (C). Meanwhile, the RU team should focus on the base camp (B), radio outpost (C), and radar station (D). Once at least three flags are captured, the opposing team will begin losing tickets at a steady rate. If manpower allows, or when playing with more than 32 players, consider a more aggressive approach, capturing four or all five flags. Regardless of what happens during a match, both teams should always strive to hold onto the radio outpost (C) flag because it provides each team with a gunship. In a close match, the firepower afforded by the gunship can make a huge difference.

US Base



Base Assets

Name	Quad Bike	LAV-AD	M1128	AH-1Z Viper	F/A-18E Super Hornet
Quantity	2	1	2	1	2
Respawn Time	5 sec.	20 sec.	20 sec.	60 sec.	40 sec.

The US team deploys from the north side of the map, along the western bank of the lake. Ground units starting here have a good chance of capturing the nearby mountain village (A) to the south and outskirts (E) to the east. But it's also important to make a move on the radio outpost (C) near the center of the map. Utilize the M1128s to secure the nearby flags while infantry on the speedy quad bikes rush toward the radio outpost (C). Securing the gunship at the radio outpost (C) early can give the US team a significant advantage. Meanwhile, utilize the AH-1Z Viper and F/A-18E Super Hornets to establish air superiority. The RU team's Mi-28 and SU-35BMs are a constant threat, and the US team's air assets are the best option to neutralize them. The LAV-AD spawned here can also assist in shooting down enemy aircraft. Get it to the radio outpost (C) to help defend the flag from air attacks.

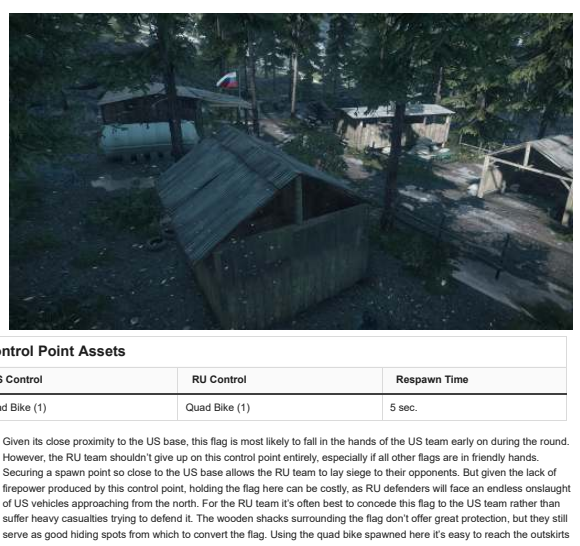
RU Base

Base Assets

Name	Quad Bike	9K22 Tunguska-M	SPRUT-SD	Mi-28 Havoc	SU-35BM Flanker-E
Quantity	2	1	2	1	2
Respawn Time	5 sec.	20 sec.	20 sec.	60 sec.	40 sec.

The RU team's deployment area is on the south side of the map, amidst the rugged and snowy terrain of the mountains. Although the RU team begins relatively close to the three southern flags, the difficult terrain can make it challenging to reach them. Focus on securing the radio outpost (C) first, utilizing the quad bikes and Tunguska-M. Meanwhile, dispatch the SPRUT-SD tank destroyers toward the radar station (D) and base camp (B). When possible, always use the roads to reach these control points in an effort to avoid the steep surrounding terrain. The RU team's air assets are necessary to suppress the US aircraft. As long as the US jets and helicopter are engaged, they won't have time to harass the RU team's ground units. Make an effort to capture and hold the three southern control points, then go on the defensive. There's no need to spread your forces too thin, particularly in a close match. Concede the mountain village (A) and outskirts (E) to the US team if necessary.

A: Mountain Village

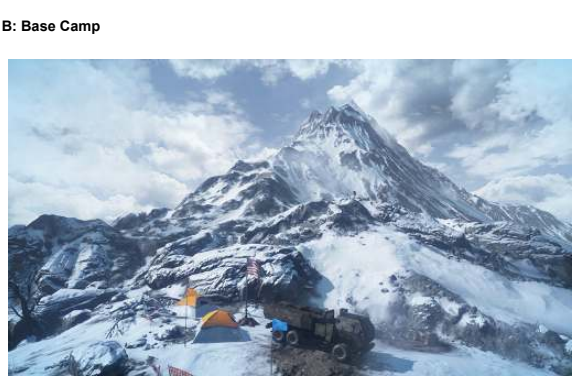


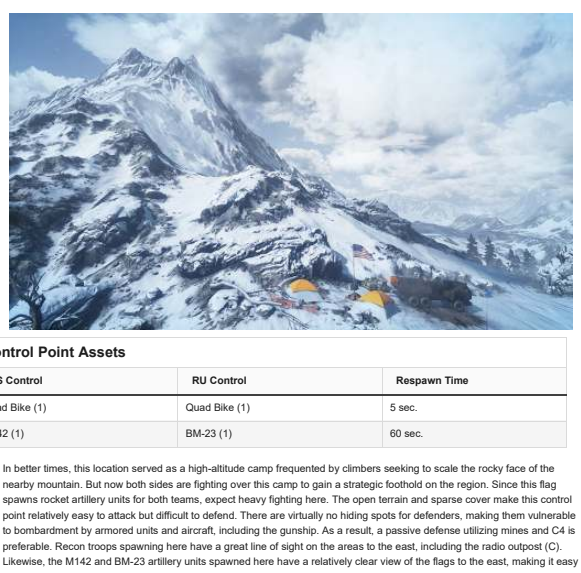
Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.

Given its close proximity to the US base, this flag is most likely to fall in the hands of the US team early on during the round. However, the RU team shouldn't give up on this control point entirely, especially if all other flags are in friendly hands. Securing a spawn point so close to the US base allows the RU team to lay siege to their opponents. But given the lack of firepower produced by this control point, holding the flag here can be costly, as RU defenders will face an endless onslaught of US vehicles approaching from the north. For the RU team it's often best to concede this flag to the US team rather than suffer heavy casualties trying to defend it. The wooden shacks surrounding the flag don't offer great protection, but they still serve as good hiding spots from which to convert the flag. Using the quad bike spawned here it's easy to reach the outskirts (E) to the northeast and the radio outpost (C) to the north.

B: Base Camp



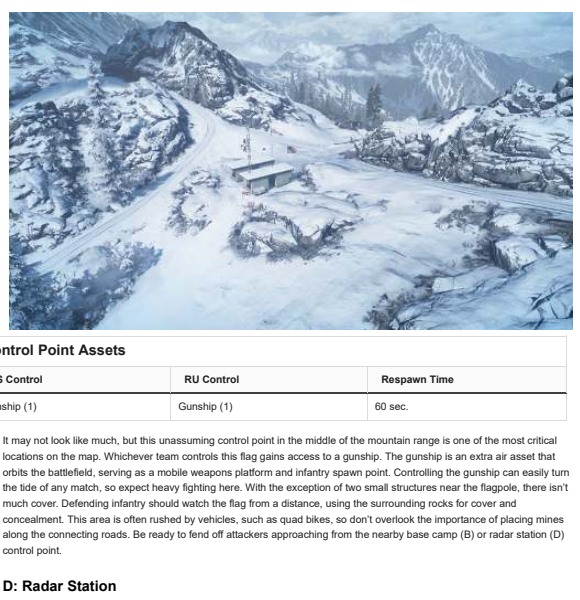


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
M142 (1)	BM-23 (1)	60 sec.

In better times, this location served as a high-altitude camp frequented by climbers seeking to scale the rocky face of the nearby mountain. But now both sides are fighting over this camp to gain a strategic foothold on the region. Since this flag spawns rocket artillery units for both teams, expect heavy fighting here. The open terrain and sparse cover make this control point relatively easy to attack but difficult to defend. There are virtually no hiding spots for defenders, making them vulnerable to bombardment by armored units and aircraft, including the gunship. As a result, a passive defense utilizing mines and C4 is preferable. Recon troops spawning here have a great line of sight on the areas to the east, including the radio outpost (C). Likewise, the M142 and BM-23 artillery units spawned here have a relatively clear view of the flags to the east, making it easy to rain down rockets on opponents from an impressive range.

C: Radio Outpost

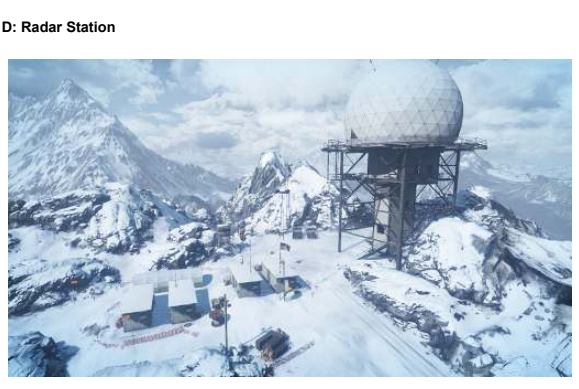


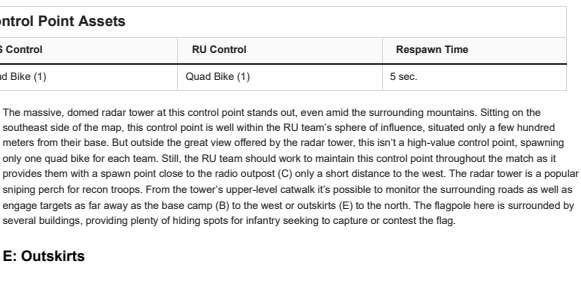
Control Point Assets

US Control	RU Control	Respawn Time
Gunship (1)	Gunship (1)	60 sec.

It may not look like much, but this unassuming control point in the middle of the mountain range is one of the most critical locations on the map. Whichever team controls this flag gains access to a gunship. The gunship is an extra air asset that orbits the battlefield, serving as a mobile weapons platform and infantry spawn point. Controlling the gunship can easily turn the tide of any match, so expect heavy fighting here. With the exception of two small structures near the flagpole, there isn't much cover. Defending infantry should watch the flag from a distance, using the surrounding rocks for cover and concealment. This area is often rushed by vehicles, such as quad bikes, so don't overlook the importance of placing mines along the connecting roads. Be ready to fend off attackers approaching from the nearby base camp (B) or radar station (D) control point.

D: Radar Station



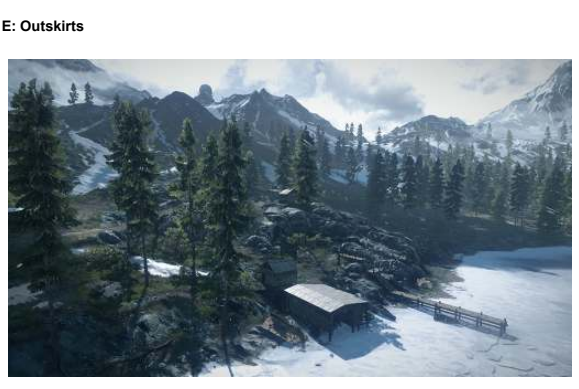


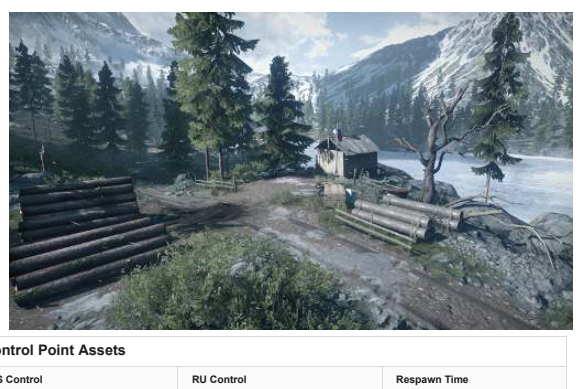
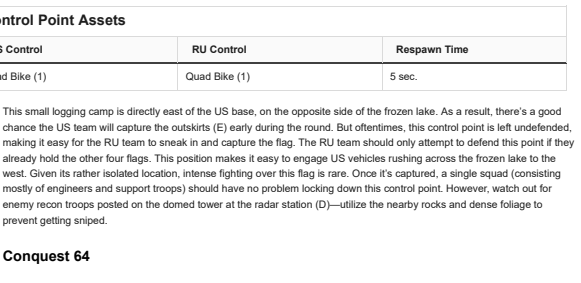
Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.

The massive, domed radar tower at this control point stands out, even amid the surrounding mountains. Sitting on the southeast side of the map, this control point is well within the RU team's sphere of influence, situated only a few hundred meters from their base. But outside the great view offered by the radar tower, this isn't a high-value control point, spawning only one quad bike for each team. Still, the RU team should work to maintain this control point throughout the match as it provides them with a spawn point close to the radio outpost (C) only a short distance to the west. The radar tower is a popular sniping perch for recon troops. From the tower's upper-level catwalk it's possible to monitor the surrounding roads as well as engage targets as far away as the base camp (B) to the west or outskirts (E) to the north. The flagpole here is surrounded by several buildings, providing plenty of hiding spots for infantry seeking to capture or contest the flag.

E: Outskirts



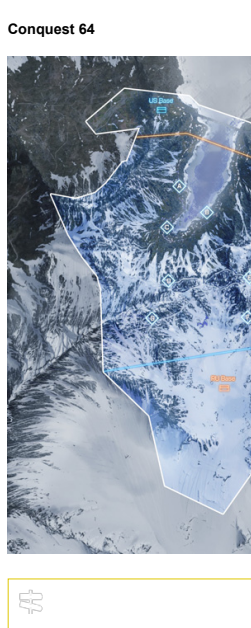



Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.

This small logging camp is directly east of the US base, on the opposite side of the frozen lake. As a result, there's a good chance the US team will capture the outskirts (E) early during the round. But oftentimes, this control point is left undefended, making it easy for the RU team to sneak in and capture the flag. The RU team should only attempt to defend this point if they already hold the other four flags. This position makes it easy to engage US vehicles rushing across the frozen lake to the west. Given its rather isolated location, intense fighting over this flag is rare. Once it's captured, a single squad (consisting mostly of engineers and support troops) should have no problem locking down this control point. However, watch out for enemy recon troops posted on the domed tower at the radar station (D)—utilize the nearby rocks and dense foliage to prevent getting sniped.

Conquest 64



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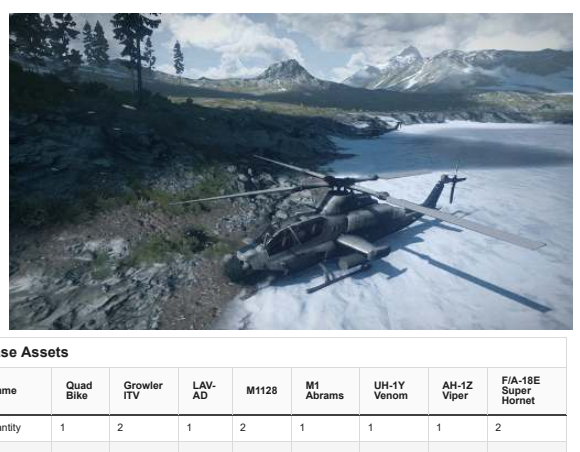
This variant of the map introduces two more control points as well as more ground and air vehicles. Even with 64 players, it's important to manage your team to prevent spreading your units too thin across this massive alpine map. There are seven flags up for grabs in this Conquest battle, so start off conservatively by securing the four flags closest to your team's base. This means the US team should attempt to capture the fishing huts (A), outskirts (B), mountain village (C), and radar station (E). Meanwhile, the RU team should focus on controlling the base camp (D), radar station (E), communication station (F), and cave outpost (G). Consolidating your forces around four flags initiates the drain on the opposing team's ticket count, helping give your team the lead. If manpower allows, branch out and try to capture one or two more flags. But in the process, don't leave any of your team's flags undefended. If the enemy wants your control points, make them fight for them. In particular, make an effort to capture and hold the radar station (E) throughout the match so your team can control the gunship. Be ready to support attack and defensive efforts around the radar station (E), as it will most likely see the heaviest action.

US Base



Base Assets

Name	Quad Bike	Growler ITV	LAV-AD	M1128	M1 Abrams	UH-1Y Venom	AH-1Z Viper	F/A-18E Super Hornet
Quantity	1	2	1	2	1	1	1	2
Respawn Time	5 sec.	20 sec.	40 sec.	40 sec.	60 sec.	60 sec.	60 sec.	40 sec.

The US team begins the battle on the north side of the map, along the west bank of the frozen lake. While there are plenty of vehicles to go around, be careful not to leave any teammates stranded at the base. The M1128 tank destroyers are very efficient troop transports, ideal for moving infantry to the nearby control points. Use the fast-moving UH-1Y Venom, Growler ITV, and quad bike to rush distant control points like the base camp (D) and radar station (E) while the rest of the team focuses on the northern flags along the banks of the lake. Throughout the battle don't forget to return to the US base to retrieve freshly spawned vehicles. Hot spots like the radar station (E) can benefit from armored reinforcements, both when attacking and defending. Always maintain a presence in the air to help counter the threat posed by the RU team's jets and helicopters. Friendly units are particularly vulnerable to air strikes when defending the central control points along the mountain range. The primary role of the US jets is to keep friendly ground units safe, so choose your loadout accordingly.

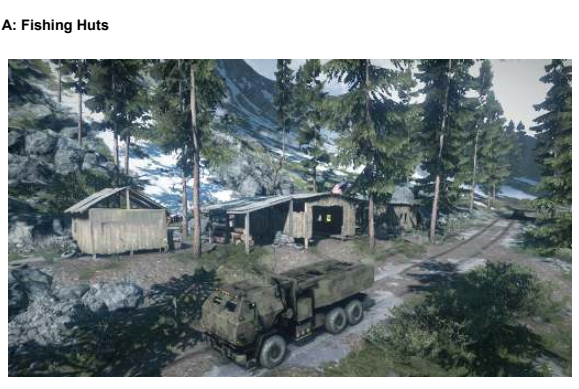
RU Base

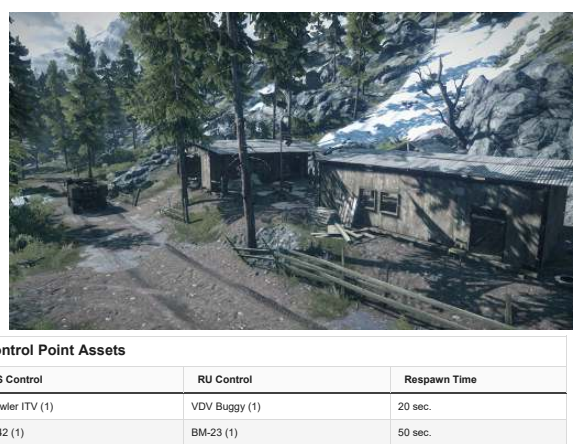
Base Assets

Name	Quad Bike	VDV Buggy	9K22 Tunguska-M	SPRUT-SD	T-90A	KA-60 Kasatka	Mi-28 Havoc	SU-35BM Flanker-E
Quantity	1	2	1	2	1	1	1	2
Respawn Time	5 sec.	20 sec.	40 sec.	40 sec.	60 sec.	60 sec.	60 sec.	40 sec.

The southern slope of the mountain range serves as the deployment area for the RU team, putting them within striking distance of the highly contested radar station (E) control point. This flag should be rushed early with the KA-60 helicopter while the ground units scatter to capture the remaining control points situated along the mountain range. If the RU team acts quickly they can capture the four mountain-based flags and initiate a drain on the US team's ticket count. The quad bike, VDV Buggy, and SPRUT-SD tank destroyers are all instrumental in capturing these flags early on. As the ground forces spread out along the mountain range, use the Mi-28 and SU-35BMs to provide cover from the air. RU vehicles traveling along the mountain roads are easy targets for enemy aircraft. So be ready to engage the US jets and helicopters in an effort to protect your teammates on the ground. Get the 9K22 Tunguska-M to the radar station (E) as fast as possible to help provide an extra layer of air defense.

A: Fishing Huts



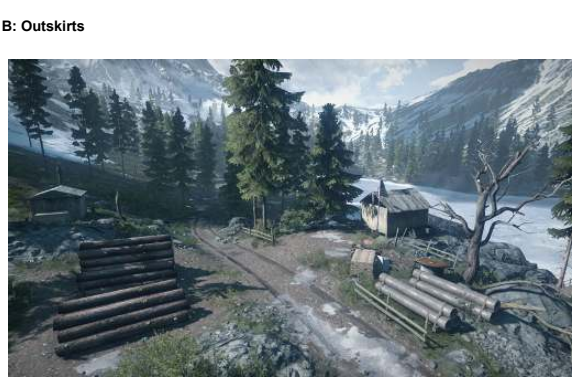


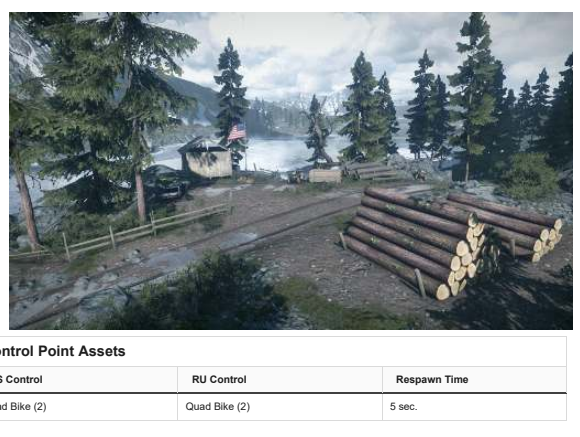
Control Point Assets

US Control	RU Control	Respawn Time
Growler ITV (1)	VDV Buggy (1)	20 sec.
M142 (1)	BM-23 (1)	50 sec.

This control point is just south of the US base, making it relatively easy for the US team to capture and hold throughout the course of the battle. The flagpole is situated in a small cluster of small wooden sheds and cabins used to house fishermen and their equipment during more peaceful times. The flag (and its capture radius) can be reached via the narrow dirt road to the east, connecting the control point to the US base and mountain village (C). Both teams gain access to a mobile rocket artillery unit here. For this reason, the US team should put some extra effort into holding onto this flag. If the RU team captures this flag, they can use the BM-23 spawned here to rain down rocket artillery on the US base and its large collection of vehicles. Such siege tactics can be devastating to the US, especially if they possess no other flags or spawn points.

B: Outskirts



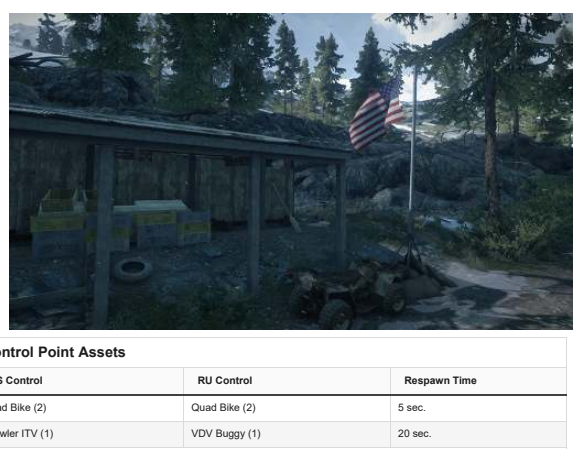


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (2)	Quad Bike (2)	5 sec.

This small logging camp is directly east of the US base, on the opposite side of the frozen lake. As a result, there's a good chance the US team will capture the outskirts (B) early during the round. But oftentimes, this control point is left undefended, making it easy for the RU team to sneak in and capture the flag. The RU team should only attempt to defend this point if they already hold the other six flags. This position makes it easy to engage US vehicles rushing across the frozen lake to the west. Given its rather isolated location, intense fights over this flag are rare. Once it's captured, a single squad (consisting mostly of engineers and support troops) should have no problem locking down this control point. However, watch out for enemy recon troops posted on the domed tower at the radar station (E)—utilize the nearby rocks and dense foliage to prevent getting sniped.

C: Mountain Village

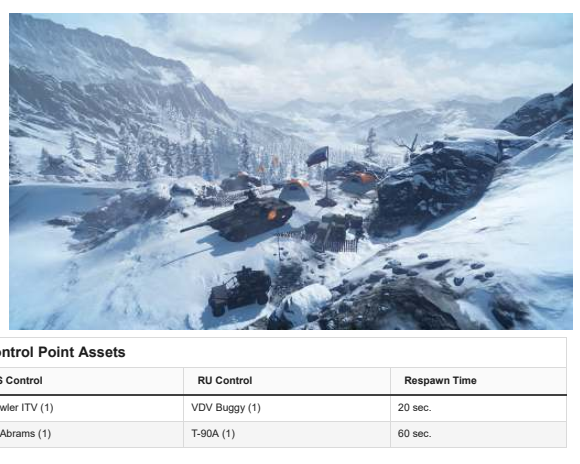


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (2)	Quad Bike (2)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.

Given its proximity to the US base, this flag is most likely to fall in the hands of the US team early on during the round. However, the RU team shouldn't give up on this control point entirely, especially if all four mountain-based flags are under their control. Securing a spawn point so close to the US base allows the RU team to branch out and hit the fishing huts (A) and outskirts (B). But given the lack of firepower produced by this control point, holding the flag here can be costly, as RU defenders will face an endless onslaught of US vehicles approaching from the north. For the RU team it's often best to concede this flag to the US team rather than suffer heavy casualties trying to defend it. The wooden shacks surrounding the flag don't offer great protection, but they still serve as good hiding spots from which to convert the flag. Using the quad bikes spawned here it's easy to reach the outskirts (B) to the northeast and the radar station (E) to the north.

D: Base Camp

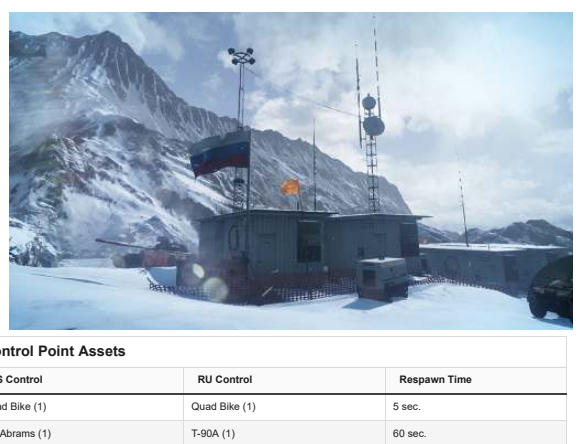


Control Point Assets

US Control	RU Control	Respawn Time
Growler ITV (1)	VDV Buggy (1)	20 sec.
M1 Abrams (1)	T-90A (1)	60 sec.

In better times, this location served as a high-altitude camp frequented by climbers seeking to scale the rocky face of the nearby mountain. But now both sides are fighting over this camp to gain a strategic foothold on the region. Since this flag spawns rocket artillery units for both teams, expect heavy fighting here. The open terrain and sparse cover make this control point relatively easy to attack but difficult to defend. There are virtually no hiding spots for defenders, making them vulnerable to bombardment by armored units and aircraft, including the gunship. As a result, a passive defense utilizing mines and C4 is preferable. Recon troops spawning here have a great line of sight on the areas to the east, including the radar station (E). The M1 Abrams and T-90A tanks spawned here provide both teams with some much-needed firepower to defend this flag and the surrounding control points. But it's best to move these tanks out soon, as they pose a tempting target for enemy aircraft.

E: Radar Station

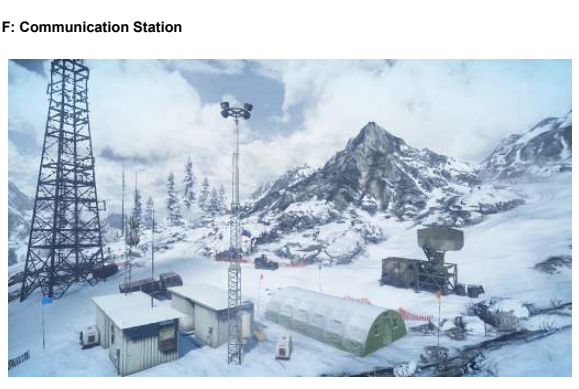


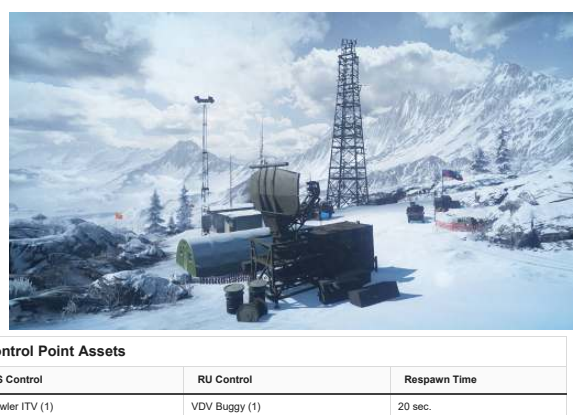
Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
M1 Abrams (1)	T-90A (1)	60 sec.
Gunship (1)	Gunship (1)	60 sec.

The massive, domed radar tower at this control point stands out, even among the surrounding mountains. Sitting on the southeast side of the map, this control point is well within the RU team's sphere of influence, situated only a few hundred meters from their base. In addition to the great view offered by the radar tower, this control point grants the controlling team access to a gunship, making this one of the most fought over pieces of territory on the map. Both teams should rush to this flag early on and try to secure it before the opposing team arrives. Gaining access to the gunship's firepower can significantly alter the course of the battle. In addition to the valuable gunship, both teams also gain a tank when holding this flag. The radar tower is a popular sniping perch for recon troops. From the tower's upper-level catwalk it's possible to monitor the surrounding roads and engage targets as far away as the base camp (D) to the west or outskirts (B) to the north. The flagpole here is surrounded by several buildings, providing plenty of hiding spots for infantry seeking to capture or contest the flag.

F: Communication Station



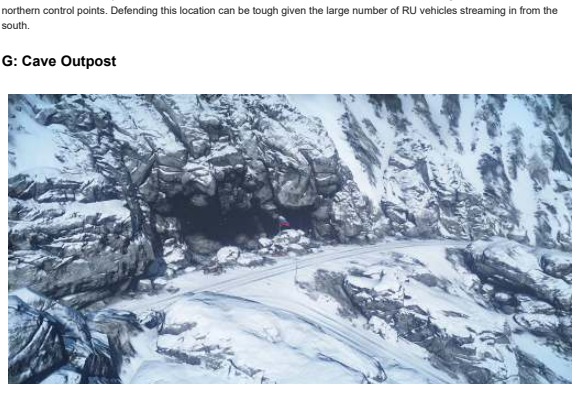


Control Point Assets

US Control	RU Control	Respawn Time
Growler ITV (1)	VDV Buggy (1)	20 sec.
M142 (1)	BM-23 (1)	50 sec.

As the closest control point to the RU base, the communication station (F) is likely to be held by the RU team throughout the duration of the match. The control point is positioned on the eastern crest of the mountain range, offering little cover or concealment for infantry or vehicles. Once it's captured, defenders should rely on mines and C4 to surprise attackers, while monitoring the flag from the surrounding rocky terrain. The snow-covered roads here offer quick access to the nearby radar station (E) and base camp (D) control points. Both teams also gain a mobile rocket artillery unit here, ideal for bombarding enemy ground units from long range. If the US team manages to capture this flag they can use the M142 to lay siege to the RU base, located directly to the south. But in a close match, the US team is better off consolidating their forces around the northern control points. Defending this location can be tough given the large number of RU vehicles streaming in from the south.

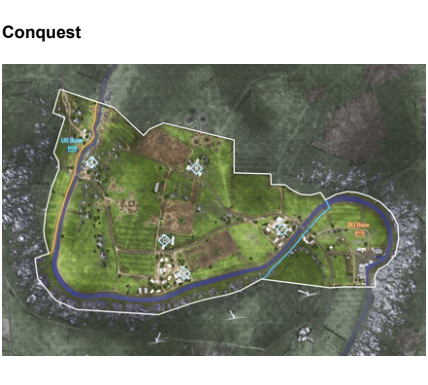
G: Cave Outpost



Armored Kill Battlefields
Armored Shield

Armored Shield

Conquest



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Securing victory in this battle often comes down to consistently deploying the tank destroyers spawned at each team's base. Outside of the bases, there aren't many vehicles produced by the map's five control points. So both teams need to make an effort to get their respective tank destroyers on the map in an attempt to capture and hold a minimum of three flags. In addition to capturing the control point closest to their base, each team should strive to hold the three flags in the middle of the map, forming a defensive line stretching from north to south. Pay particular attention to the antenna (B) control point, as it allows access to the gunship. In addition to benefiting from the gunship, each team can also gain a significant advantage by making the most of their helicopters. These versatile aircraft are ideal for maintaining control of the air space as well as targeting ground units. But helicopter pilots will need to watch out for the LAV-AD and 9K22 Tunguska-M produced by each team's base. These anti-aircraft units pose a serious threat to helicopters and play a large role in maintaining air superiority.

US Base

Base Assets

Name	Quad Bike	M1128	LAV-AD	AH-6J Little Bird	AH-1Z Viper
Quantity	2	2	1	1	1
Respawn Time	5 sec.	40 sec.	40 sec.	60 sec.	60 sec.

The US base is on the northwest edge of the map. In addition to serving as the initial US deployment area, the base also produces the bulk of the US team's vehicles. As a result, it's important to revisit the base throughout the course of the battle and deploy these vehicles. The M1128 tank destroyers are particularly valuable when it comes to taking and holding control points in the center of the map. Early during a round, the speedy quad bikes should make a move for the central control points, like the antenna (B), farm (C), and village (D), while the tank destroyers secure the nearby treatment plant (A). The AH-6J Little Bird is another good option for moving troops to distant control points. Meanwhile, use the AH-1Z Viper to target enemy ground vehicles as well as hostile choppers. But when it comes to air defense, the LAV-AD is the US team's best option for shooting down enemy helicopters. Move the LAV-AD to the east, where it can provide air cover for friendly units near the center of the map. Just be sure to keep the LAV-AD away from the RU team's SPRUT-SD tank destroyers—it won't last long in a duel.

RU Base

Base Assets

Name	Quad Bike	SPRUT-SD	9K22 Tunguska-M	Z-11W	Mi-28 Havoc
Quantity	2	2	1	1	1
Respawn Time	5 sec.	40 sec.	40 sec.	60 sec.	60 sec.

The RU team deploys from their base on the east side of the map. Like the US base, this base is home to the bulk of the RU team's vehicles. So as the RU team extends their presence to the west, it's important to periodically spawn at the RU base in an effort to field these valuable vehicles, such as the SPRUT-SD tank destroyers. The nearby repair shop (E) control point should be captured and held early during the battle, preferably rushed by the tank destroyers. Meanwhile, use the quick and nimble quad bikes to rush the three central flags before the US team arrives. Dropping troops from the Z-11W helicopter is an even faster option for capturing the antenna (B), farm (C), and village (D). Whenever piloting one of the helicopters, always be aware of the US team's choppers. If you're not careful, they may shoot you down. The threat posed by the US team's choppers can be mitigated by fielding the 9K22 Tunguska-M in the field west of the repair shop (E). The Tunguska-M can chew through enemy choppers, helping secure the air space above the central control points. But the Tunguska-M is vulnerable to attacks by tank destroyers and infantry, so keep it in an isolated part of the map where it's less likely to face direct assaults.

A: Treatment Plant

Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (2)	Quad Bike (2)	5 sec.
M142 (1)	—	60 sec.

Located only a few meters from the US base, the treatment plant (A) is likely to remain under the US team's control for most of the battle. This facility consists of a few small structures gathered around a central courtyard. The flag sits in the middle of the courtyard, and its capture radius can easily be approached by infantry and vehicles. The structures provide plenty of cover and concealment for infantry. As a result, think twice before driving a vehicle toward the flagpole in the courtyard—there's a good chance you'll get slammed by a rocket fired from an engineer hiding in one of the buildings. Instead, when attacking here, consider going in on foot and capturing the flag from within one of the structures. Although the control point spawns a pair of quad bikes for both teams, it spawns a mobile artillery unit only for the US team. As this is the only M142 spawn point available on the map, the US should take extra care to maintain control of this flag. The M142 is a powerful asset, capable of bombarding enemy units as far away as the antenna (B), farm (C), or village (D).

B: Antenna

Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
9M133 Kornet Launcher (1)	9M133 Kornet Launcher (1)	30 sec.
Gunship (1)	Gunship (1)	60 sec.

This northern control point grants access to the powerful gunship, making it one of the most contested flags on the map. Both teams should rush to the antenna (B) early during the round, preferably with quad bikes or helicopters. The control point is located along the northern dirt road approximately equidistant between the treatment plant (A) and repair shop (E). While there are only a couple of entry points to the facility (to the north and south), the perimeter fence can be easily breached, making it possible to rush the flag from virtually any direction. With the exception of some crates, there isn't much cover near the flagpole. Therefore it's safest to capture this flag from within the armored confines of a tank destroyer. But even when within a vehicle, watch out for defenders hiding within the surrounding structures. Attackers and defenders should also take note of the Kornet launcher located on the hill just north of the flag—this is perfect for targeting enemy vehicles parked near the flag. Once captured, the antenna (B) should never be left undefended. Engineers are effective at holding back most attacks, but the addition of a tank destroyer can make a big difference in any defensive effort.

C: Farm

The farm (C) control point is near the center of the map, flanked by massive, open fields to the north, east, and west. These fields are often the site of some intense armored duels, making travel by anything but tank destroyers extremely dangerous. Although the farm (C) produces no vehicles for either team, with only five flags up for grabs capturing and holding this point is crucial to either team's strategy. The flagpole is situated in a small courtyard next to two concrete buildings. Infantry can enter these structures and capture or contest the flag from the interior. When attacking, this is the preferred method of capturing the flag. Parking a vehicle next to the flag may be dangerous, allowing defenders posted within the building to fire rockets. But hiding in the buildings isn't totally safe. The walls of the buildings will crumble under repeated shelling by tank destroyers or the gunship. So if necessary, consider finding hiding spots away from the flag and utilizing mines or C4 to defend the flag against enemy vehicles.

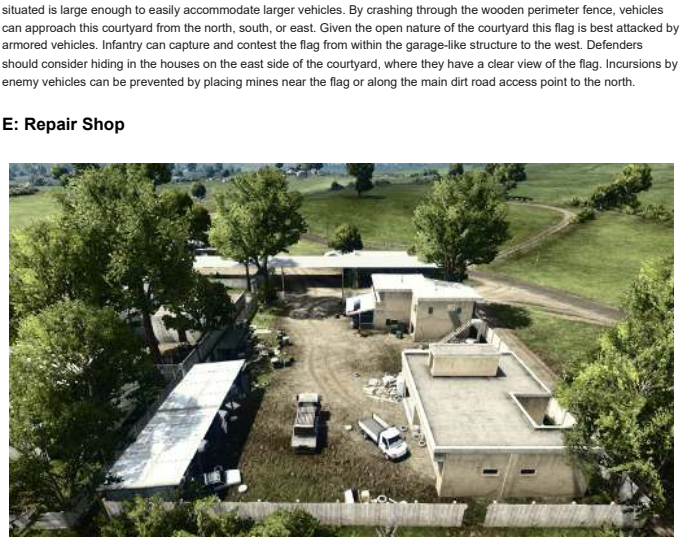
D: Village

Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.

The village (D) is on the south side of the map, only a few meters from the farm (C). This control point produces a quad bike for each team, offering quick transportation to the surrounding flags. The area comprises multiple buildings, including farmhouses, sheds, and other agricultural structures. Most of the buildings are located to the north and west of the flag. Given the cramped quarters of this area, it's easiest to maneuver on foot or on quad bike. However, the courtyard where the flag is situated is large enough to easily accommodate larger vehicles. By crashing through the wooden perimeter fence, vehicles can approach this courtyard from the north, south, or east. Given the open nature of the courtyard this flag is best attacked by armored vehicles. Infantry can capture and contest the flag from within the garage-like structure to the west. Defenders should consider hiding in the houses on the east side of the courtyard, where they have a clear view of the flag. Incursions by enemy vehicles can be prevented by placing mines near the flag or along the main dirt road access point to the north.

E: Repair Shop

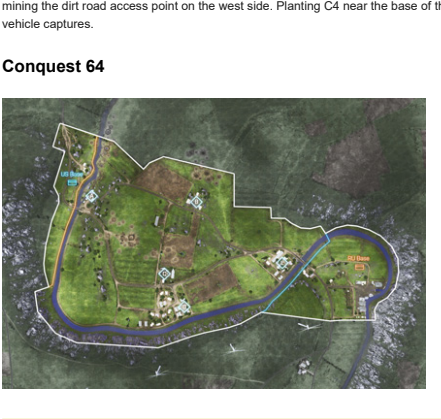


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (2)	Quad Bike (2)	5 sec.
—	BM-23 (1)	60 sec.

The repair shop (E) is on the east side of the map, only a short distance from the RU base. As a result, the RU team should have little problem maintaining control of this flag throughout the battle. In terms of assets, the repair shop (E) is like a mirror image of the treatment plant (A). This control point produces a couple of quad bikes for each team, but spawns a mobile artillery unit only for the RU team. The BM-23 available here is perfect for bombarding the central control points, hammering enemy units at the antenna (B), farm (C), or village (D). At many of the other control points on the map, the flag here is in a central courtyard surrounded by a few buildings. The courtyard can become a little cramped for large vehicles like tank destroyers to easily maneuver. So it's best to approach this flag on foot or on a quad bike. The flag can be captured and contested from within the adjacent two-story house to the north. Defenders should always prepare for vehicle attacks by mining the dirt road access point on the west side. Planting C4 near the base of the flagpole is also a good deterrent to stop vehicle captures.

Conquest 64



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The map is exactly the same size in this larger-scale variant of Conquest, with the same configuration of control points. However, the battlefield is packed with even more vehicles, making the fight more intense and deadly. With five flags up for grabs, both teams should strive to capture the three central control points as quickly as possible—capture and hold a minimum of three flags to initiate a drain on the opposing team's ticket count. The antenna (B) and village (D) are particularly valuable control points, granting each team access to the gunship and a tank. In addition to the central control points, both teams should capture and defend the flags closest to their bases. Both the treatment plant (A) and repair shop (E) spawn a mobile artillery. These long-range artillery units are great for bombarding enemies in the middle of the map. In a battle packed with tank destroyers and other ground vehicles, competent helicopter pilots can make all the difference. The attack and scout helicopters are ideal ground-attack aircraft. But pilots should always keep their eyes peeled for the LAV-AD and 9K22 Tunguska-M mobile anti-aircraft units. Using their powerful cannons, these vehicles can chew through a chopper's armor in seconds, giving both teams the chance to achieve air superiority from the ground.

US Base

Base Assets

Name	Growler ITV	M1128	LAV-AD	AH-6J Little Bird	AH-1Z Viper
Quantity	3	4	1	1	1
Respawn Time	20 sec.	40 sec.	40 sec.	60 sec.	60 sec.

The US base is on the northwest edge of the map. In addition to serving as the initial US deployment area, the base also produces the bulk of the US team's vehicles. As a result, it's important to revisit the base throughout the course of the battle and deploy these vehicles. The M1128 tank destroyers are particularly valuable when it comes to taking and holding control points in the center of the map. Early during a round, the speedy Growler ITVs should make a move for the central control points, like the antenna (B), farm (C), and village (D), while the tank destroyers secure the nearby treatment plant (A). The AH-6J Little Bird is another good option for moving troops to distant control points. Meanwhile, use the AH-1Z Viper to target enemy ground vehicles as well as hostile choppers. But when it comes to air defense, the LAV-AD is the US team's best option for shooting down enemy helicopters. Move the LAV-AD to the east, where it can provide air cover for friendly units near the center of the map. Just be sure to keep the LAV-AD away from the RU team's SPRUT-SD tank destroyers—it won't last long in a duel.

RU Base

Base Assets

Name	VDV Buggy	SPRUT-SD	9K22 Tunguska-M	Z-11W	Mi-28 Havoc
Quantity	3	4	1	1	1
Respawn Time	20 sec.	40 sec.	40 sec.	60 sec.	60 sec.

The RU team deploys from their base on the east side of the map. Like the US base, this base is home to the bulk of the RU team's vehicles. So as the RU team extends their presence to the west, it's important to periodically spawn at the RU base in an effort to field these valuable vehicles, such as the SPRUT-SD tank destroyers. The nearby repair shop (E) control point should be captured and held early during the battle, preferably rushed by the tank destroyers. Meanwhile, use the quick and nimble VDV Buggies to rush the three central flags before the US team arrives. Dropping troops from the Z-11W helicopter is an even faster option for capturing the antenna (B), farm (C), and village (D). Whenever piloting one of the helicopters, always be aware of the US team's choppers. If you're not careful, they may shoot you down. The threat posed by the US team's choppers can be mitigated by fielding the 9K22 Tunguska-M in the field west of the repair shop (E). The Tunguska-M can chew through enemy choppers, helping secure the air space above the central control points. But the Tunguska-M is vulnerable to attacks by tank destroyers and infantry, so keep it in an isolated part of the map where it's less likely to face direct assaults.

A: Treatment Plant

Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.
M142 (1)	BM-23	50 sec.
RHIB (1)	RHIB (1)	10 sec.

Located only a few meters from the US base, the treatment plant (A) is likely to remain under the US team's control for most of the battle. This facility consists of a few small structures gathered around a central courtyard. The flag sits in the middle of the courtyard, and its capture radius can easily be approached by infantry and vehicles. The structures provide plenty of cover and concealment for infantry. As a result, think twice before driving a vehicle toward the flagpole in the courtyard—there's a good chance you'll get slammed by a rocket fired from an engineer hiding in one of the buildings. Instead, when attacking here, consider going in on foot and capturing the flag from within one of the structures. Although the control point spawns a mix of vehicles for both teams, it's one of only two flags that produce mobile artillery units. The US should take extra care to maintain control of this flag in an effort to secure the M142. The M142 is a powerful asset, capable of bombarding enemy units as far away as the antenna (B), farm (C), or village (D). However, if this flag falls into the hands of the RU team, they can use the BM-23 spawned here to bombard the US base to the northwest. Also, don't neglect the RHIB spawned in the canal—it's ideal for launching amphibious attacks on the village (D) and repair shop (E).

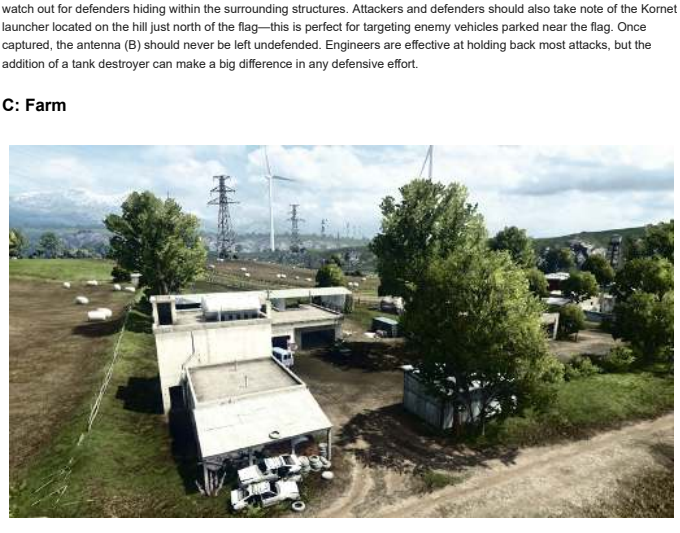
B: Antenna

Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.
M1128 (1)	SPRUT-SD	40 sec.
9M133 Kornet Launcher (1)	9M133 Kornet Launcher (1)	30 sec.
Gunship (1)	Gunship (1)	60 sec.

This northern control point grants access to the powerful gunship, making it one of the most contested flags on the map. Both teams should rush to the antenna (B) early during the round, preferably with their helicopters. The control point is along the northern dirt road approximately equidistant between the treatment plant (A) and repair shop (E). While there are only a couple of entry points to the facility (to the north and south), the perimeter fence can be easily breached, making it possible to rush the flag from virtually any direction. With the exception of some crates, there isn't much cover near the flagpole. Therefore it's safest to capture this flag from within the armored confines of a tank destroyer. But even when within a vehicle, watch out for defenders hiding within the surrounding structures. Attackers and defenders should also take note of the Kornet launcher located on the hill just north of the flag—this is perfect for targeting enemy vehicles parked near the flag. Once captured, the antenna (B) should never be left undefended. Engineers are effective at holding back most attacks, but the addition of a tank destroyer can make a big difference in any defensive effort.

C: Farm



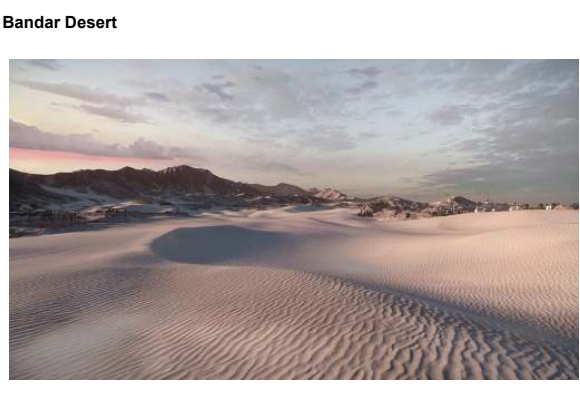
Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.

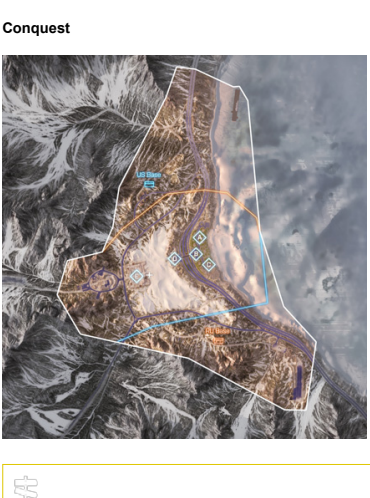
The farm (C) control point is near the center of the map, flanked by massive, open fields to the north, east, and west. These fields are often the site of some intense armored duels, making travel by anything but tank destroyers extremely dangerous. Although the farm (C) produces only a couple of vehicles for each team, with only five flags up for grabs capturing and holding this point is crucial to either team's strategy. The flagpole is situated in a small courtyard next to two concrete buildings. Infantry can enter these structures and capture or contest the flag from the interior. When attacking, this is the preferred method of capturing the flag. Parking a vehicle next to the flag may be dangerous, allowing defenders posted within the building to fire rockets. But hiding in the buildings isn't totally safe. The walls of the buildings will crumble under repeated shelling by tank destroyers or the gunship. So if necessary, consider finding hiding spots away from the flag and utilizing mines or C4 to defend the flag against enemy vehicles.

D: Village

Bandar Desert



Conquest



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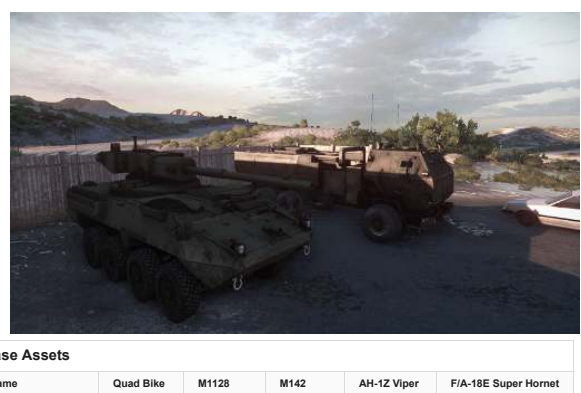
This desert battle offers a unique balance of ground and air combat as both teams fight for control of this sprawling region. With five flags up for grabs, each team should attempt to capture and hold a minimum of three control points. However, the uneven layout of the flags can make it difficult to draw a cohesive battle line. The artillery base (E) on the west side of the map grants access to the gunship, making it the most popular flag on the map. Both teams should attempt to capture and hold this flag so they can put the gunship's powerful weapons to use. The remaining four control points are all on the east side of the map. These control points produce very few vehicles, often leading to heavy infantry combat in this area. Most of the vehicles are produced at each team's base. So if either team wants to gain the upper hand, they'll need to consistently spawn back at their base and drive these vehicles to the front lines. Each side also has access to an attack helicopter and two jets. In most cases, their air assets offset each other as they streak across the sky locked in white-knuckle dogfights. But if one team can establish air superiority, these aircraft can make a big impact on the ground battle. In the desert, there are few places for ground vehicles to hide, making them particularly vulnerable to strafing runs.

US Base

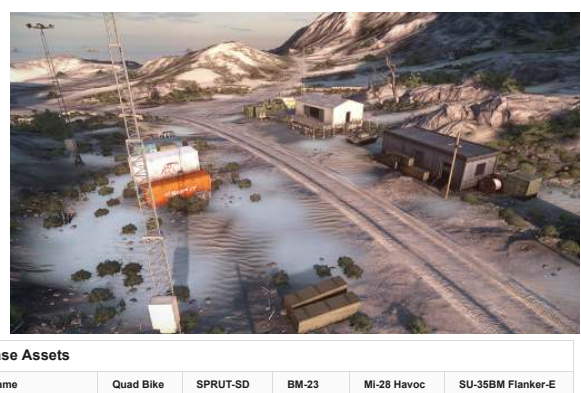


Base Assets

Name	Quad Bike	M1128	M142	AH-1Z Viper	F/A-18E Super Hornet
Quantity	2	2	1	1	2
Respawn Time	5 sec.	20 sec.	60 sec.	60 sec.	40 sec.

The US team deploys from the north side of the map. Infantry and vehicles spawn at the mountain village while air assets spawn farther north, along the highway. The early moments of the round are very important, leaving little time to waste. The fastest ground vehicles available here are the quad bikes, ideal for rushing the distant artillery base (E), where the gunship is accessed. While troops on quad bikes secure the artillery base (E), send the M1128 tank destroyers toward the gas station (D) and village south (A). Securing three control points early on is the best way to gain the upper hand in the battle, forcing a drain on the RU team's ticket count. While the ground units capture and hold control points, use the AH-1Z Viper and F/A-18E Super Hornets to establish air superiority. The RU team's jets and helicopters pose a constant threat to your ground forces, so act quickly to shoot down these aircraft. When the air is clear of hostile units, use the Viper and Super Hornets in a close air support role, strafing enemy tanks and tank destroyers.

RU Base

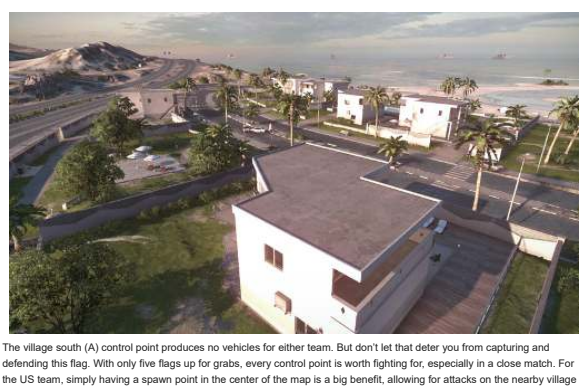


Base Assets

Name	Quad Bike	SPRUT-SD	BM-23	Mi-28 Havoc	SU-35BM Flanker-E
Quantity	2	2	1	1	2
Respawn Time	5 sec.	20 sec.	60 sec.	60 sec.	40 sec.

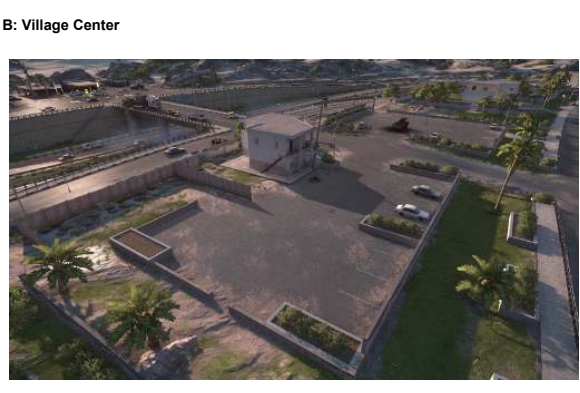
The RU team deploys on the south side of the map, with the majority of vehicles spawning at the mountain outpost. All air vehicles spawn at the airfield to the southeast. It's important to make an early push to secure at least three flags. Start by sending quad bikes to the artillery base (E) in an effort to gain access to the gunship. Meanwhile, roll out the SPRUT-SD tank destroyers toward the central control points, securing the gas station (D) and construction site (C). While the ground units roll out, get the SU-35BM jets and Mi-28 attack helicopter in the air to guard against US air strikes. Neutralizing the US jets and helicopter should be the primary responsibility of the RU team's air assets. This includes shooting down the gunship if the US team manages to capture the artillery base (E). With the US air assets eliminated, the RU team's aircraft can begin conducting strafing runs on enemy ground units. But always watch for new US aircraft taking off. Break off any ground attacks to focus on achieving air superiority.

A: Village South



The village south (A) control point produces no vehicles for either team. But don't let that deter you from capturing and defending this flag. With only five flags up for grabs, every control point is worth fighting for, especially in a close match. For the US team, simply having a spawn point in the center of the map is a big benefit, allowing for attacks on the nearby village center (B) or gas station (D). The flagpole is planted on a sidewalk along the main street cutting through the seaside village. Given the lack of cover, this flag is best captured from within the safe confines of an armored vehicle. If you're on foot, take cover along the low wall to the west of the flag or hide in vegetation on the median to the east. Given its proximity to the street, this flag is often rushed by vehicles approaching from the north or south. Defenders should consider placing mines on this road or packing the flag's capture radius with C4. The surrounding two-story buildings provide excellent overwatch positions for attackers and defenders alike. But the walls of these concrete buildings won't withstand heavy fire, so be ready to move out if you've been spotted by an enemy tank destroyer.

B: Village Center

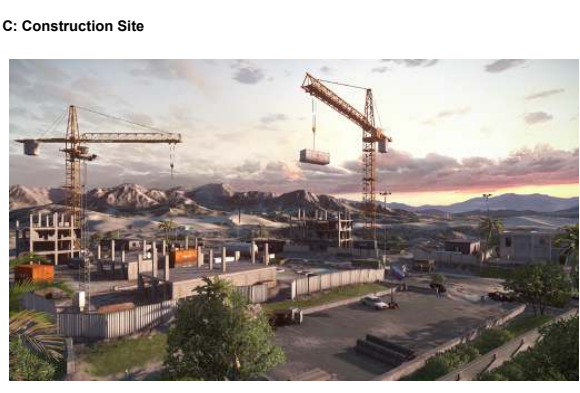


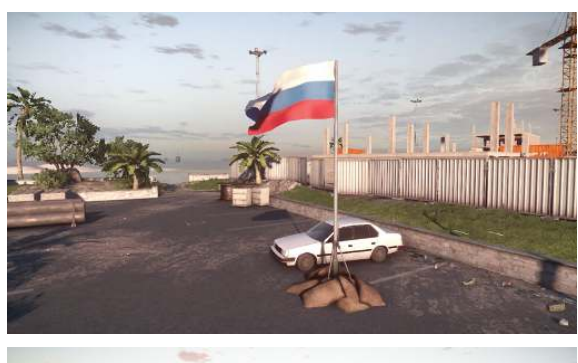
Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
M1128 (1)	SPRUT-SD (1)	20 sec.

The village center (B) is one of the most valuable control points on the map, producing a quad bike and tank destroyer for each team. In matches where opponents fail to spawn at their base and field ground vehicles, gaining a tank destroyer in the center of the map can make a huge difference when attacking the four surrounding control points. The flag is located in a large parking lot next to a concrete two-story house. If you're on foot, hide inside the house to convert or contest the flag. While the house's exterior walls won't hold up to heavy bombardment, they provide adequate protection from small-arms fire. Given this control point's central location, it's likely to change hands many times during the course of a battle. But gaining access to a tank destroyer spawn point makes this a flag worth fighting for, so don't leave it undefended. Those left behind on guard duty will see more than their fair share of action. Engineers and support troops are capable of dealing with a variety of threats, but they can greatly benefit from keeping the tank destroyer nearby.

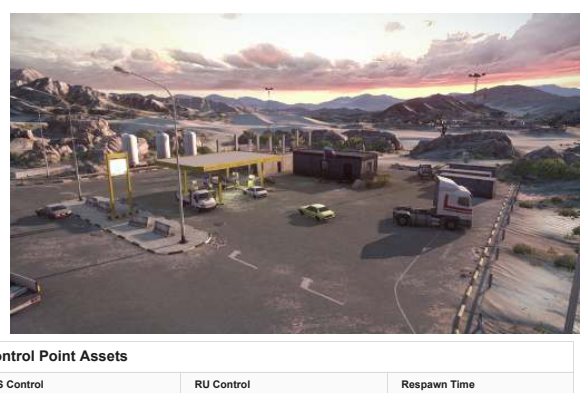
C: Construction Site





Like the village south (A), the construction site (C) produces no vehicles for either team. Still, it's a control point worth holding onto, if for nothing other than maintaining a spawn point in the center of the map. The flag itself is in a small parking lot on the north side of the facility. Except for cars and a low perimeter wall, there isn't much cover within the flag's capture radius. As a result, it's safest to capture this control point from within an armored vehicle. However, watch for mines and other booby traps before driving toward the flag. The nearby construction cranes are popular sniper perches for recon troops eager to score long-range kills. From the cranes, recon troops can easily cover the flags at the village south (A), village center (B), and gas station (D). So even if the construction site (C) is in your team's possession, the cranes may be occupied by enemy snipers. Strafe the tops of these cranes regularly using your team's attack helicopter or gunship in an effort to clear out enemy sharpshooters. It's also possible to cover the flag and cranes from the house on the north edge of the parking lot. If necessary, blow a hole in the southern upstairs wall to make a bigger window.

D: Gas Station



Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.

The gas station (D) is along the west side of the highway, between the village center (B) and artillery base (E). As the midway point between these two crucial control points, the gas station (D) sees plenty of traffic throughout the course of the battle. Before arriving, target the gas pumps. It's better to knock out these highly explosive objects before you get too close—otherwise you run the risk of getting caught in a large explosion. Once the gas pumps have been set ablaze, the smoke offers some welcome concealment. The flag is next to a flimsy prefabricated office. If you're on foot, always hide in this office while attempting to capture the flag. But when defending here, consider hiding in the partially constructed building to the south. The control point produces a quad bike for each team, ideal for racing to nearby flags. Use the highway overpass to the east to reach the nearby control points. This overpass can also serve as a choke point for defenders attempting to stop intrusions from the village center (B).

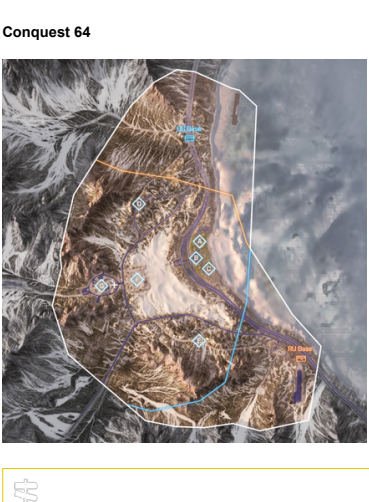
E: Artillery Base

Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (2)	Quad Bike (2)	5 sec.
Gunship (1)	Gunship (1)	60 sec.

The artillery base (E) is a fortified military installation on the western edge of the map. The team that manages to capture and control this flag gains access to the gunship orbiting above the battlefield. As a result, this is one of the most contentious points on the map. This sprawling facility is surrounded by a perimeter fence and contains multiple structures capable of serving as overwatch positions for defenders. Four official gates offer access into the facility, but the weak perimeter fence can be breached at virtually any point by vehicles or infantry. The flag is near the center of the base, near a large white fuel tank—consider blowing up this tank before you get too close. Given the size and its porous perimeter fence, don't bother trying to lock down this base. Instead, focus defensive efforts around the flag. Placing mines near the flag or simply parking a tank destroyer nearby serves as a good deterrent. Keep at least one squad here at all times to secure this flag. Even if the defending squad is wiped out, they can maintain a presence in the base by placing a radio beacon in one of the nearby structures.

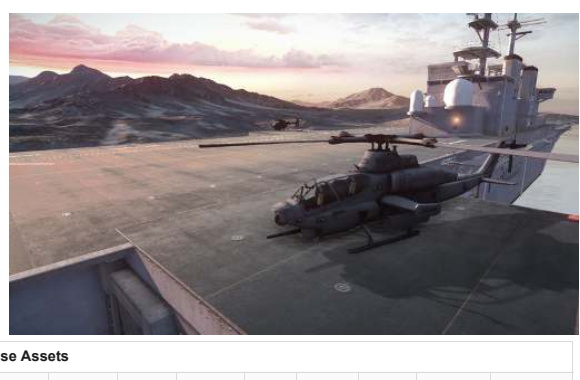
Conquest 64



Click here for interactive maps

To date, this is the largest map in the history of the Battlefield franchise. As a result, transportation is key to reaching your destination and securing control points—don't try to hike across this sprawling landscape. Fortunately, the map is packed with vehicles, with most spawning at each team's base. In fact, the bases supply each team with their only tanks. So be ready to spawn back at your base if you want to jump in a tank and gain an edge over the numerous tank destroyers and light vehicles racing across the desert. With seven flags on the map, each team must try to capture and hold at least four control points to initiate a drain on the opposing team's ticket count. Both teams should make an early push for the army base (G) on the west side of the map. This crucial control point grants the controlling team access to the gunship as well as an extra scout helicopter. While most of the control points are spread out, requiring some form of transportation, the three flags clustered near the coast are easily managed by infantry. While vehicles are available at the village south (A), village center (B), and construction site (C), fighting for these flags is often dominated by infantry—vehicle drivers should watch for mines and other infantry-related threats when cruising through this area. With so many ground vehicles scurrying about, the desert is an absolute kill zone for jet and helicopter pilots eager to boost their score. But both teams should attempt to establish air superiority before lining up strafing runs. Getting distracted by juicy ground targets is a surefire way to get shot down by enemy pilots, not to mention the mobile and stationary anti-aircraft units.

US Base

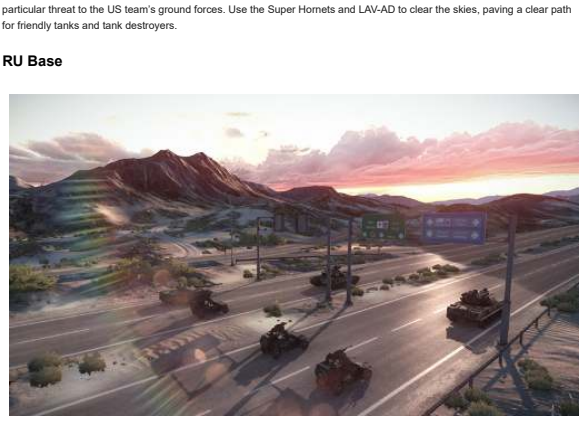


Base Assets

Name	Growler ITV	M1128	M1 Abrams	LAV-AD	AH-6J Little Bird	AH-1Z Viper	F/A-18E Super Hornet	Centurion C-RAM
Quantity	3	3	2	1	1	1	2	1
Respawn Time	20 sec.	20 sec.	20 sec.	20 sec.	60 sec.	60 sec.	40 sec.	—

This base produces the vast majority of the US team's vehicles. So if you're having trouble finding transportation, this is the place to spawn. The US base is spread across two distinct zones. All the ground vehicles spawn along the highway on the north side of the map, while the jets and helicopters spawn on the aircraft carrier to the northeast. In between these two zones is a Centurion C-RAM anti-aircraft gun. The many parked vehicles at the US base make it a tempting target for enemy aircraft. Use the Centurion C-RAM and LAV-AD to fend off strafing runs by the RU team's jets and helicopters. Early during the round US troops spawning here should try to capture as many control points as possible. Use the AH-6J Little Bird to transport troops to distant control points, like the army base (G), while the Growler ITVs and M1128 tank destroyers rush to the nearby flags of the mountain village (D), village south (A), and village center (B). While the ground forces take and hold ground, it's up to the jets and helicopters to neutralize the RU team's air assets. The RU team's Mi-28 Havoc poses a particular threat to the US team's ground forces. Use the Super Hornets and LAV-AD to clear the skies, paving a clear path for friendly tanks and tank destroyers.

RU Base

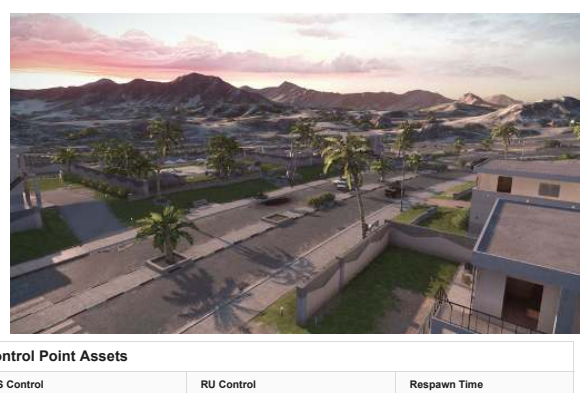


Base Assets

Name	VDV Buggy	SPRUT-SD	T-90A	9K22 Tunguska-M	Z-11W	Mi-28 Havoc	SU-35BM Flanker-E	Pantsir S-1
Quantity	3	3	2	1	1	1	2	1
Respawn Time	20 sec.	20 sec.	20 sec.	20 sec.	60 sec.	60 sec.	40 sec.	—

The RU team deploys on the south side of the map with the exact same type and number of vehicles as their US opponents. As at the US base, the RU team's assets are spread across two different locations. All the RU team's ground vehicles are spawned on the highway along the southern coast. Meanwhile, the RU team's jets and helicopters are spawned at the airfield to the southeast. To protect these vehicles from air strikes, make sure the Pantsir S-1 anti-aircraft gun is manned, particularly during the opening moments of the battle. The 9K22 Tunguska-M can also help deter strafing runs by US aircraft—move this vehicle west of the base so it can provide more comprehensive air coverage above the central control points. Early on the RU team should make a move for the army base (G) in an effort to gain control of the gunship. Use the Z-11W scout helicopter to rush a squad to this location while the VDV Buggies and SPRUT-SD tank destroyers secure the nearby mountain outpost (E), construction site (C), and village center (B). Consider making a move for the artillery base (F) too, in an effort to better secure the army base (G). Waste no time getting the SU-35BMs into the air so they can counter the US jets and helicopters. The Mi-28 Havoc can assist in the air battle as well, but it's far more effective attacking the US tanks and tank destroyers as they race across the open desert.

A: Village South

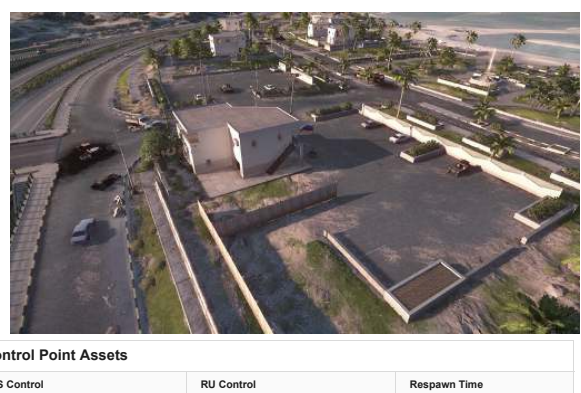


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.
M1128 (1)	SPRUT-SD (1)	40 sec.

Don't let the name confuse you. The village south (A) is located on the north side of the map, not far from the US base. This control point spawns a tank destroyer for each team, making it an extremely valuable control point. For the US team, simply having a spawn point within the center of the map is a big benefit, allowing for attacks on the nearby village center (B) or construction site (C). The flagpole is planted on a sidewalk along the main street cutting through the seaside village. Given the lack of cover, this flag is best captured from within the safe confines of an armored vehicle. If you're on foot, take cover along the low wall to the west of the flag or hide in vegetation on the median to the east. Given its proximity to the street, this flag is often rushed by vehicles approaching from the north or south. Defenders should consider placing mines on this road or packing the flag's capture radius with C4. The surrounding two-story buildings provide excellent overwatch positions for attackers and defenders alike. But the walls of these concrete buildings won't withstand heavy fire, so be ready to move out if you've been spotted by an enemy tank destroyer.

B: Village Center

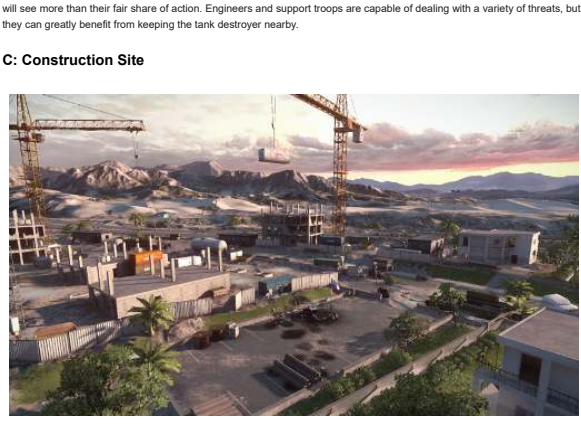


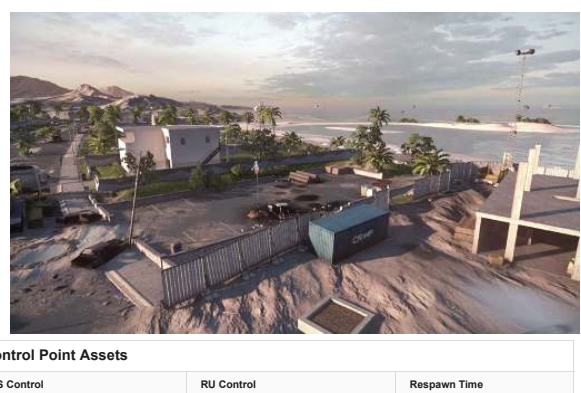
Control Point Assets

US Control	RU Control	Respawn Time
Growler ITV (1)	VDV Buggy (1)	20 sec.
M1128 (1)	SPRUT-SD (1)	40 sec.

The village center (B) is in the center of the cluster of three control points near the coast. This makes it a high-traffic area that is likely to change hands many times during the course of the battle. The addition of a tank destroyer makes it a valuable flag to hold onto. In matches where opponents fail to spawn at their base and field ground vehicles, gaining a tank destroyer in the center of the map can make a huge difference when attacking the surrounding control points. The flag is located in a large parking lot next to a concrete two-story house. If you're on foot, hide inside the house to convert or contest the flag. While the house's exterior walls won't hold up to heavy bombardment, they provide adequate protection from small-arms fire. Given this control point's central location, it's likely to change hands many times during the course of a battle. But gaining access to a tank destroyer spawn point makes this a flag worth fighting for, so don't leave it undefended. Those left behind on guard duty will see more than their fair share of action. Engineers and support troops are capable of dealing with a variety of threats, but they can greatly benefit from keeping the tank destroyer nearby.

C: Construction Site





Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.

Unlike the nearby village south (A) and village center (B), the construction site (C) doesn't produce a tank destroyer. Still, it's a control point worth holding onto, if for nothing other than maintaining a spawn point in the center of the map. The flag itself is in a small parking lot on the north side of the facility. Except for cars and a low perimeter wall, there isn't much cover within the flag's capture radius. As a result, it's safest to capture this control point in an armored vehicle. However, watch for mines and other booby traps before driving toward the flag. The nearby construction cranes are popular sniper perches for recon troops eager to score long-range kills. From the cranes, recon troops can easily cover the flags at the village south (A) and village center (B). Consider placing a SOFLAM on one of these tall cranes to laser-designate enemy vehicles. Even if the construction site (C) is in your team's possession, the cranes may be occupied by enemy snipers. Strafe the tops of these cranes regularly using your team's attack helicopter or gunship to clear out enemy sharpshooters. It's also possible to cover the flag and cranes from the house on the north edge of the parking lot. If necessary, blow a hole in the southern upstairs wall to make a bigger window.

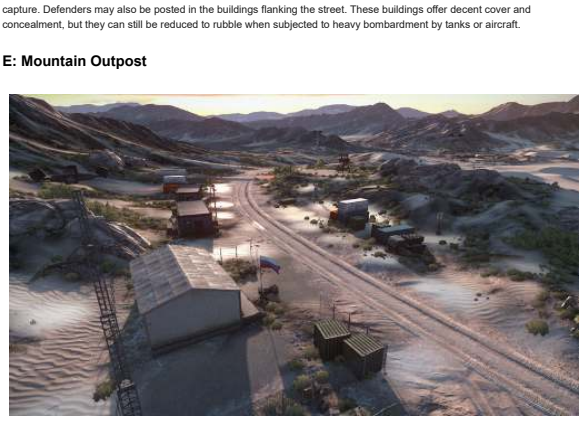
D: Mountain Village

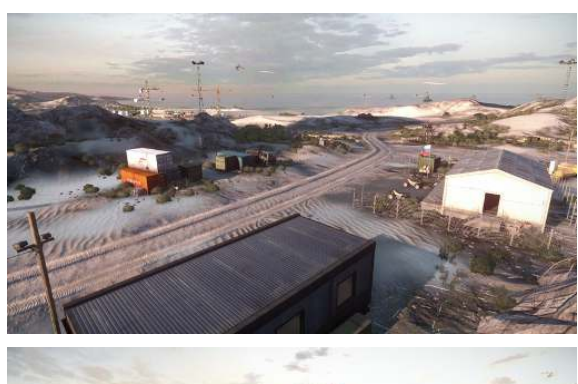
Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (2)	Quad Bike (2)	5 sec.
M1128 (1)	SPRUT-SD (1)	40 sec.
M142 (1)	BM-23 (1)	50 sec.
M220 TOW Launcher (1)	M220 TOW Launcher (1)	30 sec.

The mountain village (D) is on the north side of the map, putting it well within the US team's sphere of influence given its close proximity to the US base. However, both teams can benefit from the assets produced here, including a tank destroyer and mobile artillery unit. The M142 and BM-23 artillery units are great for bombarding distant control points like the artillery base (F) and army base (G). If the RU team takes control of this point, they can even aim the rockets toward the US base. For this reason alone, the US should try to hold onto this control point throughout the battle. The flag here is situated on a median on the street running through the village. There isn't much cover near the flag, so it's safest to capture or convert this flag from within an armored vehicle. But attackers should watch for mines left around the flagpole before rushing in for the capture. Defenders may also be posted in the buildings flanking the street. These buildings offer decent cover and concealment, but they can still be reduced to rubble when subjected to heavy bombardment by tanks or aircraft.

E: Mountain Outpost



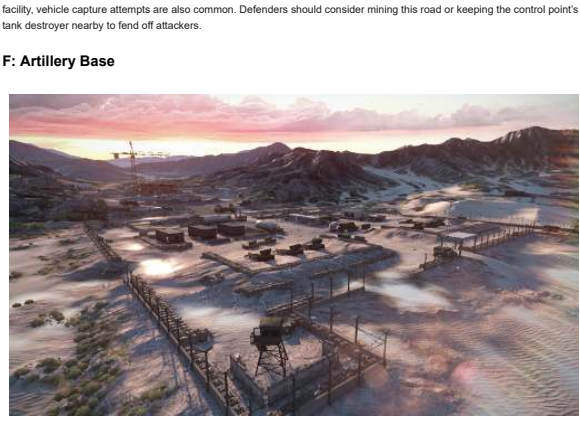


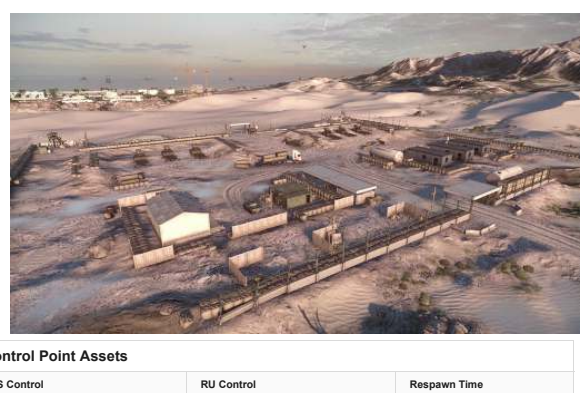
Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (2)	Quad Bike (2)	5 sec.
M1128 (1)	SPRUT-SD (1)	40 sec.
M142 (1)	BM-23 (1)	50 sec.

The mountain outpost (E) is like a mirror image of the mountain village (D), providing the RU team with a control point close to their base. As a result, the RU team is likely to hold this control point for most of the battle. This southern control point produces a tank destroyer and mobile artillery unit for both teams, as well as a couple of quad bikes. Besides the mountain village (E), this is the only other control point that produces the M142 and BM-23 mobile artillery units, ideal for bombarding distant control points in the center of the map. The US team can even use the M142 spawned here to pound the nearby RU base. The flag is next to a small concrete storage building. This small structure is within the flag's capture radius, allowing infantry to seek shelter while capturing or converting the flag. Given the flag's proximity to the dirt road cutting through the facility, vehicle capture attempts are also common. Defenders should consider mining this road or keeping the control point's tank destroyer nearby to fend off attackers.

F: Artillery Base





Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.
M1128 (1)	SPRUT-SD (1)	40 sec.

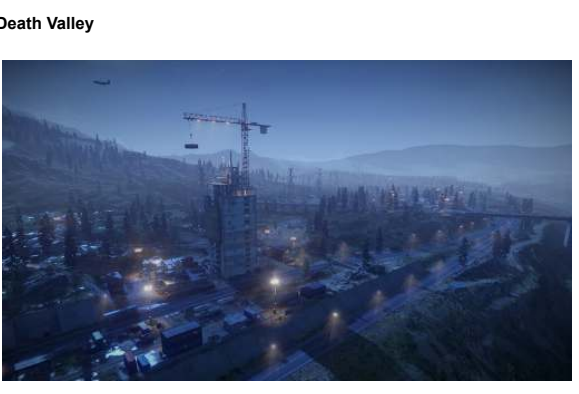
The artillery base (F) is a fortified military installation on the western edge of the map. Located only a short distance east of the highly contentious army base (G), it is likely to see heavy traffic throughout the battle. This sprawling facility is surrounded by a perimeter fence and contains multiple structures capable of serving as overwatch positions for defenders. Four official gates offer access to the facility, but the weak perimeter fence can be breached at virtually any point by vehicles or infantry. The flag is near the center of the base, by a large white fuel tank—consider blowing up this tank before getting too close. Given the size and its porous perimeter fence, don't bother trying to lock down this base. Instead, focus defensive efforts around the flag. Placing mines near the flag or simply parking a tank destroyer nearby serves as a good deterrent. Keep at least one squad here at all times to secure this flag. Even if the defending squad is wiped out, they can maintain a presence in the base by placing a radio beacon in one of the nearby structures. Defending this control point is much easier if the army base (G) is held by your team. So make an effort to capture and defend these two western control points.

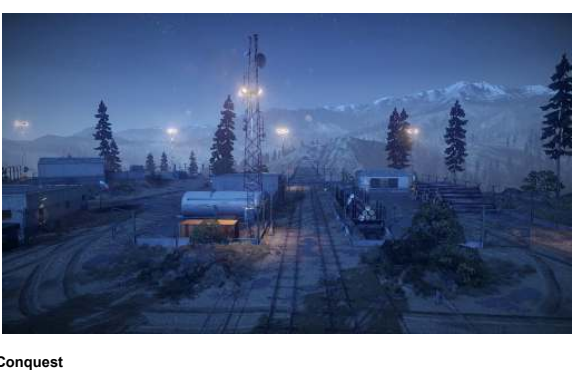
G: Army Base

Armored Kill Battlefields

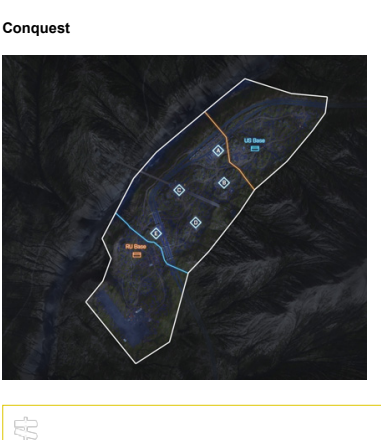
Death Valley

Death Valley





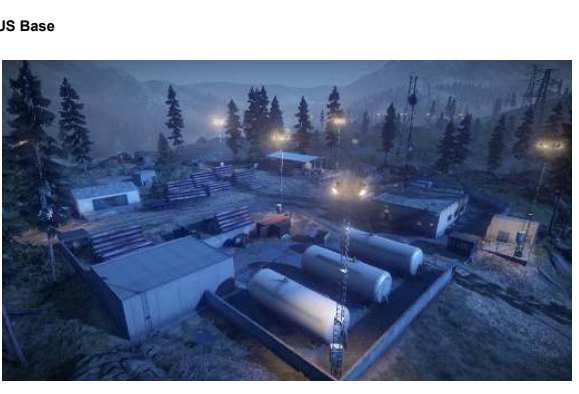
Conquest

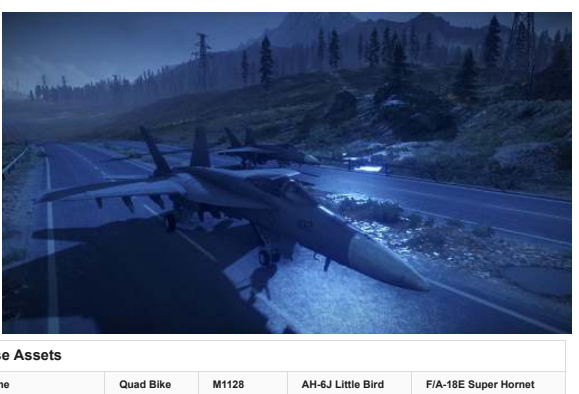


Click here for interactive maps

In this nighttime Conquest battle the US and RU teams fight for control of a narrow valley. At the center of the valley is the train yard (C), a key flag that grants either captor access to a powerful gunship. As a result, expect most fighting to occur around the train yard (C). But with five flags up for grabs, both teams need to focus on capturing and defending at least two other flags as well. For the US, approaching from the north, it makes most sense to take the construction site (A) and power station (B) in addition to the train yard (C). This helps the US consolidate their forces on the north end of the valley, where they can better reinforce these flags with vehicles produced at their base. Approaching from the south, the RU team should focus on capturing and defending the anti-air site (D) and highway control (E) in addition to the train yard (C). Holding these three southern points allows for a stronger defense on the south side of the valley. At the bare minimum both sides should try to hold at least three flags throughout the course of the battle. This will initiate a drain on the opposing team's ticket count, greatly increasing the chances of achieving victory.

US Base



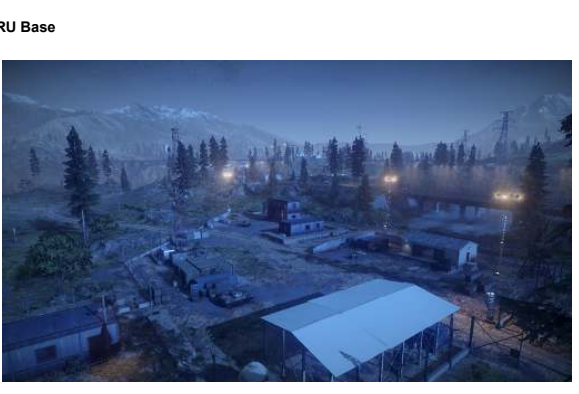


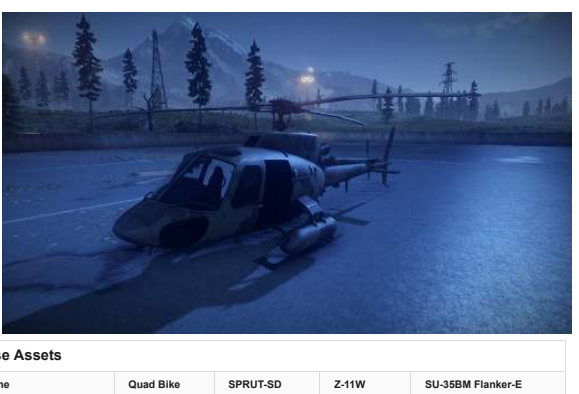
Base Assets

Name	Quad Bike	M1128	AH-6J Little Bird	F/A-18E Super Hornet
Quantity	1	2	1	2
Respawn Time	5 sec.	20 sec.	60 sec.	40 sec.

In this small-scale variant of Conquest, the logging camp serves as the US base, giving the US team a firm foothold on the north side of the valley. A quad bike and two M1128 tank destroyers spawn here, ideal for rushing the nearby construction site (A) and power station (B) early during the battle. But as usual, be mindful of your teammates before racing away from the base—pause long enough to offer your comrades a ride. Stranding teammates at the US base will not help your team. If you want to take to the air in the AH-6J Little Bird or one of the F/A-18E Super Hornets, spawn directly into these vehicles from the Spawn screen. These air assets spawn far to the north of the US base, making the Spawn screen the quickest way to jump into a pilot's seat. With no air defenses on the map, the US jets are necessary to counter the RU team's SU-35BMs. While the AH-6J Little Bird is a capable ground-attack helicopter, it's most effective for transporting troops to distant control points. Consider using this chopper to rush the train yard (C) early during the battle.

RU Base



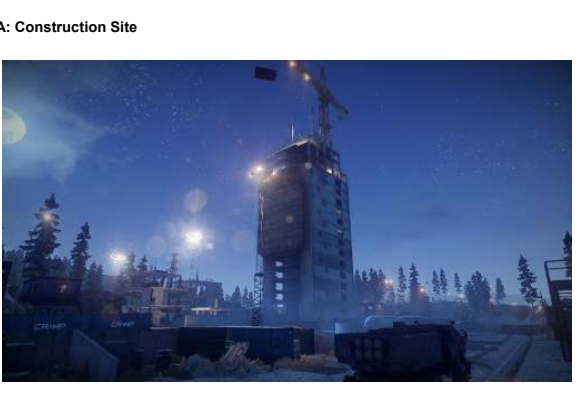


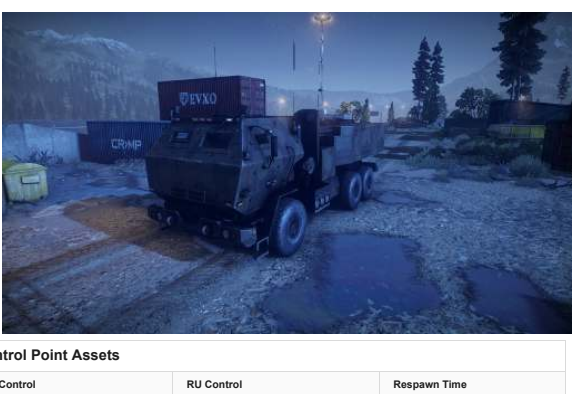
Base Assets

Name	Quad Bike	SPRUT-SD	Z-11W	SU-35BM Flanker-E
Quantity	1	2	1	2
Respawn Time	5 sec.	20 sec.	60 sec.	40 sec.

The communication station on the south side of the valley is home to the RU base. Here ground troops can access a quad bike and two SPRUT-SD tank destroyers. These ground vehicles are perfect for capturing the nearby anti-air site (D) and highway control (E) control points. Remember, the tank destroyers can carry several teammates, so don't leave the base until all empty seats are filled. The more teammates you transport into the valley, the easier time you'll have capturing and defending flags. The RU team's air assets spawn at the airfield to the south. Always spawn directly into these vehicles if you want to take flight. Get the SU-35BMs into the air as soon as possible to counter the US team's jets. Once air superiority is established, the SU-35BMs can assist friendly ground forces by strafing US vehicles. The Z-11W is also useful for close air support but is even more effective as a transport helicopter. Use it to stage break-out attacks, helping capture distant US-held control points. The Z-11W is quickest way to secure the train yard (C) during the opening moments of the battle.

A: Construction Site



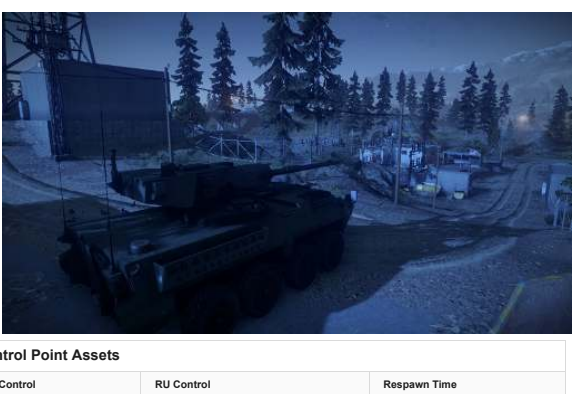


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
M142 (1)	BM-23 (1)	60 sec.

This control point is home to the tallest structure on the map, making it easy to spot regardless of where you are. The towering skyscraper on the south side of this control point is a popular sniping perch for recon troops. However, if you want to reach the top, get a ride from a helicopter or parachute down from the gunship—there are no ladders. Planting a SOFLAM on top of this building is a great way to laser-designate enemy targets for your teammates equipped with laser-guided weapons. The flagpole is located at the base of a much smaller three-story structure to the north. The wide capture radius allows troops hiding within the building and among the nearby equipment to capture or contest the flag. In addition to a quad bike, the construction site (A) also spawns a mobile artillery vehicle for both teams. Both the M142 and BM-23 artillery units are valuable additions well-suited for bombarding enemy-held control points during attacks. In the event of an RU capture of the construction site (A), the BM-23's rockets can also be turned north to engage US ground units approaching from the US base. The only other artillery units produced on the map are spawned at the highway control (E) to the south. So holding this control point is important to both teams if they want to exert control over the nearby power station (B) and train yard (C).

B: Power Station

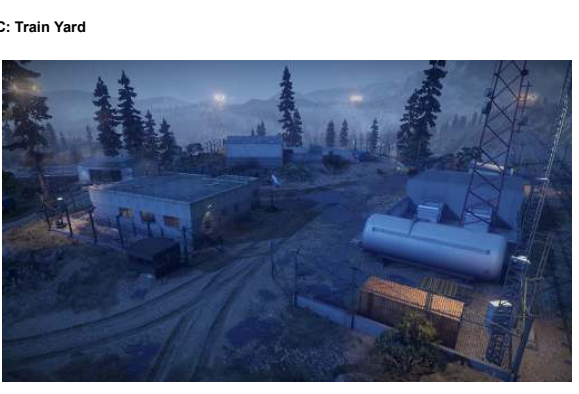


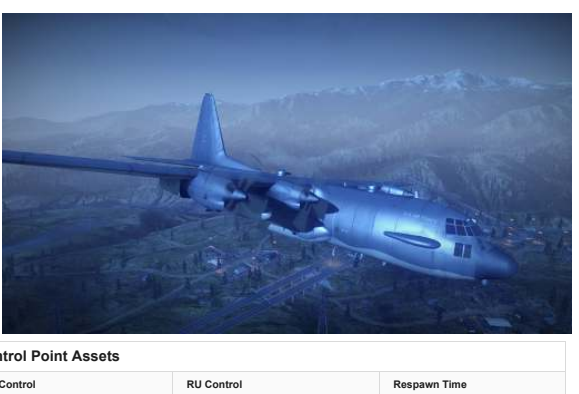
Control Point Assets

US Control	RU Control	Respawn Time
M1128 (1)	SPRUT-SD (1)	20 sec.

The power station (B) is on the north side of the valley, not far from the US base and the construction site (A). As the southernmost control point in this northern cluster, it's likely to see heavy traffic by both teams. The flag is near the center of the facility and can easily be captured or contested by vehicles or infantry. Defenders can find plenty of hiding spots among the nearby structures and should prepare for enemy vehicle attacks by placing mines along the dirt road adjacent to the flag. The control point produces a tank destroyer for each team. These vehicles are ideal for raiding the train yard (C), the hotly contested control point to the southwest. But be careful not to leave this control point undefended. Make sure at least one squad stays back and guards the flag. As a central control point, the power station (B) sees plenty of action. Even in a match with 24 players, defenders here will have plenty of enemy encounters to keep them occupied. Engineers armed with mines and rocket launchers are most effective for holding back attackers. The tank destroyer here spawns on the hill to the east—don't let attackers sneak in and steal it.

C: Train Yard



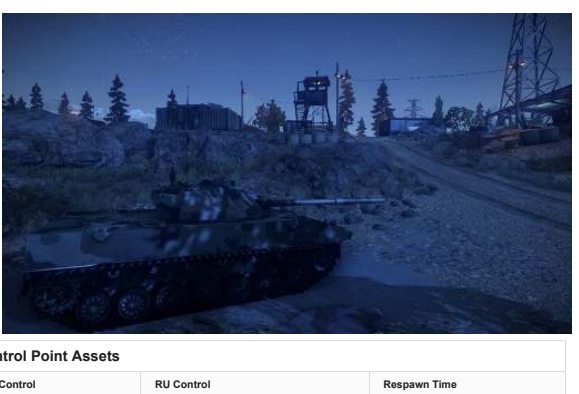


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Gunship (1)	Gunship (1)	60 sec.

This control point is located directly in the center of the map, making it a crucial location in the tug-of-war fight for control of this valley. The train yard (C) is situated on a slight hill on the west side of the valley. From this hill it's possible to gain access to the railway bridge cutting across the valley from east to west. But think twice before driving a tank destroyer or other vehicle onto this bridge—you'll be a sitting duck for strafing helicopters and jets. In addition to providing each team with an extra quad bike, the control point supplies the captor with access to the gunship orbiting around the map. Gaining access to the gunship can be a game changer given its powerful weapons and ability to air drop troops over any control point on the map. As a result, expect heavy fighting to occur here. The flag is at the center of this sprawling facility and is easily accessed via the adjacent dirt roads. Defenders should expect attackers arriving on anything from quad bikes to tank destroyers. Infantry often attempt to capture or contest the flag by hiding within the nearby concrete building. So be ready to conduct a thorough search of the surrounding structures if you suspect enemy troops are present. If necessary, reinforce the train yard (C) with tank destroyers. Infantry alone will have a difficult time holding this position for any significant span of time.

D: Anti-Air Site

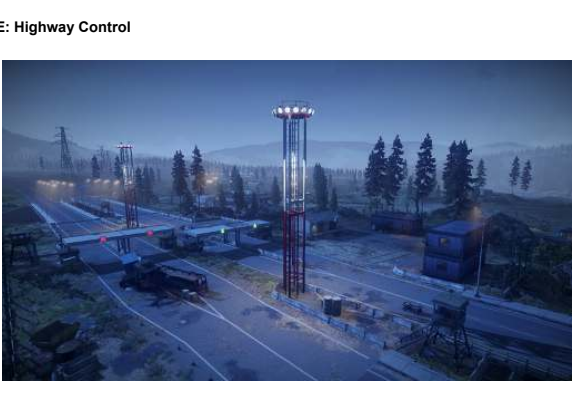


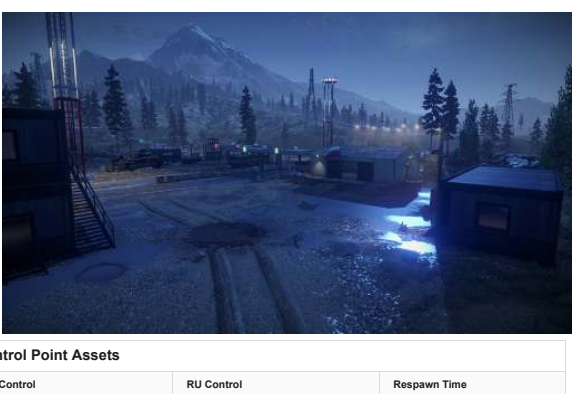
Control Point Assets

US Control	RU Control	Respawn Time
M1128 (1)	SPRUT-SD (1)	20 sec.

Don't let the name of this control point fool you—there are no interactive anti-aircraft assets here. The missile batteries here are merely aesthetic. This control point on the south side of the valley supplies each team with a tank destroyer. The anti-air site's (D) close proximity to the train yard (C) makes it a relatively high-traffic area as both teams attempt to control the flags in the center of the map. While the RU team stands the best chance of capturing this control point early, if left undefended it can easily slip into the US team's hands. The dirt road cutting through the center of the facility offers easy access to vehicles approaching from the north or south. Controlling traffic along this dirt road is easiest accomplished by placing mines. Unless it's needed elsewhere, keeping a tank destroyer on guard detail is also a wise decision. The flag is next to a green, metal communication structure. Infantry hiding inside this structure can capture and contest the flag. Defenders may wish to booby-trap the interior of this structure with C4 or claymores to prevent such sneaky capture attempts.

E: Highway Control



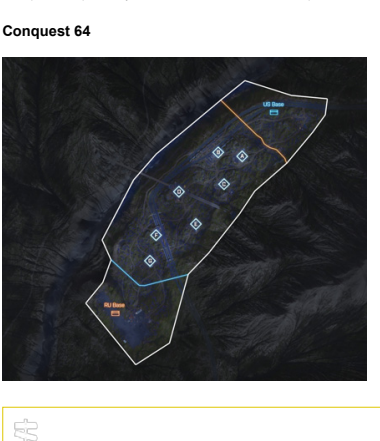


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
M142 (1)	BM-23 (1)	60 sec.

Highway control (E) is one of two control points located in the southern half of the valley, making it a critical flag for the RU team to hold. The flag is along the west side of the highway, next to a small concrete building. Due to its proximity to the highway, the flag is often rushed by vehicles approaching from the north or southeast. The highway is a major thoroughfare stretching as far north as the US base before veering east in the southern half of the valley. While the highway offers a quick way to travel through the valley, there is very little cover, making vehicles vulnerable to attacks by aircraft. It's often better to approach this control point by utilizing the various dirt roads on the periphery. As with the construction site (A) to the north, whichever team controls this flag gains a mobile artillery vehicle in the form of a BM-23 or M142. The mobile artillery units spawned here allow for devastating bombardments of the surrounding control points, ideal for suppressing defenders. If the US captures this point, they can even aim their rockets south and pound RU vehicles approaching from the RU base.

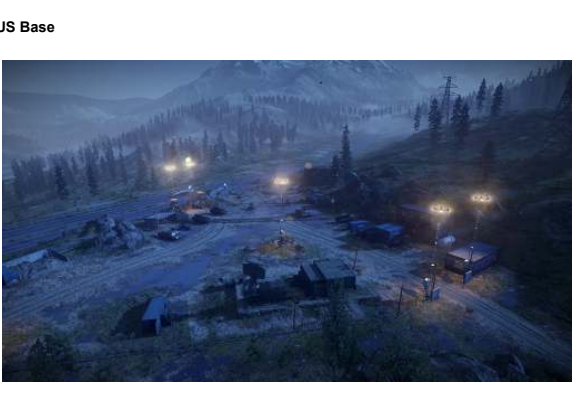
Conquest 64

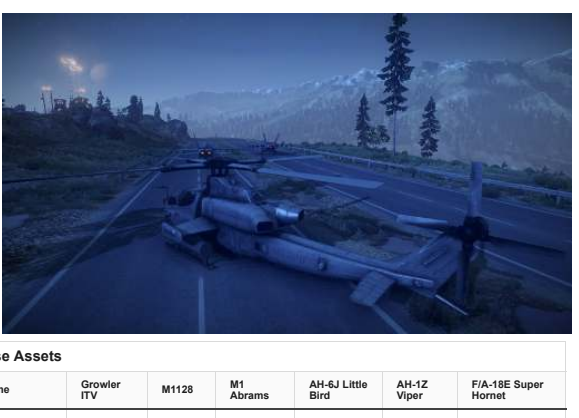


Click here for interactive maps

To secure a victory in this elongated valley, both teams need to take a disciplined approach when it comes to defending and allocating resources. There are seven flags up for grabs, grouped in three separate zones. On the north side of the valley the logging camp (A), construction site (B), and power station (C) form a tight cluster of control points well within the US team's sphere of influence given their proximity to the US base. In the southern half of the valley, the RU team often exerts control over the anti-air site (E), highway control (F), and communication station (G) control points. That leaves the train yard (D) in a sort of no-man's land in the center of the map. In close matches, the train yard (D) ends up being the fulcrum on which the balance of power tilts as both teams seek a four-flag majority. Adding more incentive, whichever team controls the train yard (D) also gains access to a gunship, giving the controlling team even more firepower and airborne deployment options. So instead of spreading forces thin throughout the map, each team should try to control their respective side of the valley (north or south) as well as the train yard (D) in the center. With four flags in your team's possession, the enemy ticket count will begin to drain. Hold tight at four control points until your team has at least a 100 ticket advantage before attempting to capture any more flags.

US Base



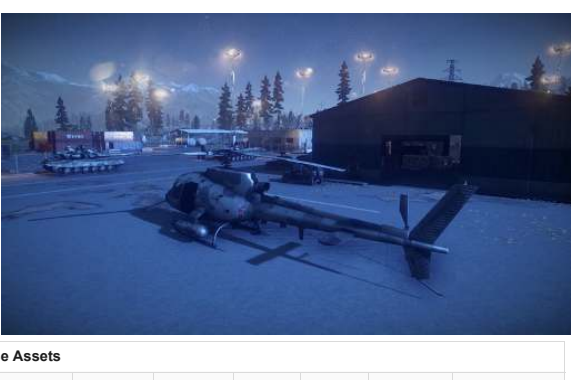


Base Assets

Name	Growler ITV	M1128	M1 Abrams	AH-6J Little Bird	AH-1Z Viper	F/A-18E Super Hornet
Quantity	2	3	2	1	1	2
Respawn Time	20 sec.	40 sec.	60 sec.	60 sec.	60 sec.	40 sec.

The US team deploys from their base on the north edge of the valley. The distance between the US base and the nearest control points is significant, so don't try to hike in on foot. Instead, drive or hitch a ride on one of the many vehicles provided at this base. Securing control points at the start of the match is crucial. The fastest ground vehicles provided are the Growler ITVs and the M1128 tank destroyers. These vehicles are well suited for capturing the nearby logging camp (A), construction site (B), and power station (C). Meanwhile, use the AH-6J Little Bird to transport a squad to the train yard (D) near the center of the map. The primary role of the F/A-18E Super Hornets is to provide air superiority, protecting friendly ground units from attacks by the RU team's jets and helicopters. The US jets must also protect assets spawning at the base. The US helicopters can also assist in shooting down enemy aircraft but are better suited for close air support, knocking out enemy tanks and tank destroyers.

RU Base

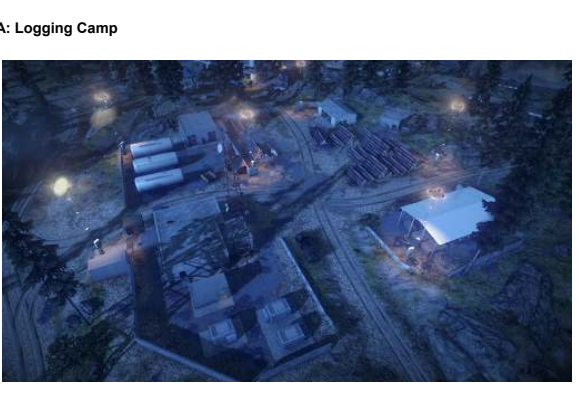


Base Assets

Name	VDV Buggy	SPRUT-SD	T-90A	Z-11W	Mi-28 Havoc	SU-35BM Flanker-E
Quantity	2	3	2	1	1	2
Respawn Time	20 sec.	40 sec.	60 sec.	60 sec.	60 sec.	40 sec.

The RU team starts the battle from their base on the south side of the valley. When spawning here always look for a vehicle before moving out. Likewise, when driving or piloting a vehicle, wait a few extra seconds before taking off so your teammates have a chance to climb aboard. Transporting troops to the map's center is a crucial part of securing the central control points. Early on, use the VDV Buggies and the SPRUT-SD tank destroyers to capture the communication station (G), highway control (F), and anti-air site (E). The Z-11W is ideal for moving troops to the more distant control points, like the train yard (D). The US team's aircraft pose a constant threat to ground units both at the RU team's base and at control points. So get the SU-35BMs in the air as fast as possible in an effort to counter attacks by the US jets and helicopters. The Z-11W and Mi-28 can be fitted with anti-air missiles as well, helping achieve air superiority. But these helicopters are also effective air-to-ground weapons platforms. Talented RU helicopter pilots can dish out some heavy damage to the wide variety of US vehicles scattered across the map—guided missiles are very effective.

A: Logging Camp

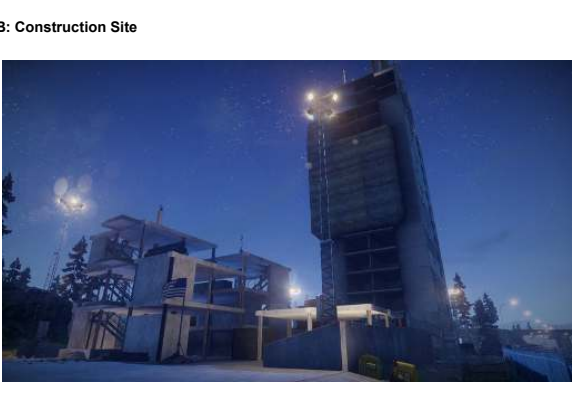


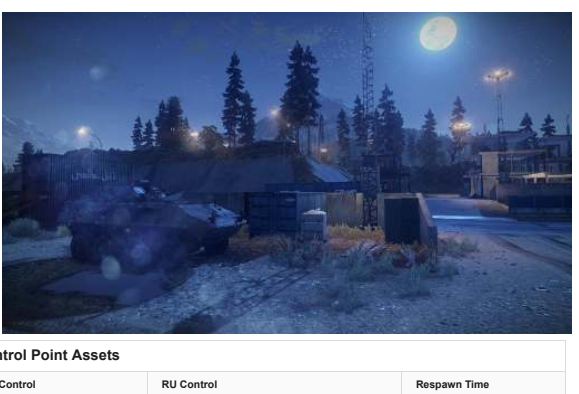
Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
M1128 (1)	SPRUT-SD (1)	60 sec.
M142 (1)	BM-23 (1)	50 sec.

The logging camp (A) is the northernmost control point, putting it well within the US team's sphere of influence. Because of its proximity to the US base, the logging camp (A) is likely to remain under US control for most of the match. But the vehicles spawned here also benefit the RU team. The control point produces a quad bike, tank destroyer, and mobile artillery unit for each team. Both the M142 and BM-23 artillery units are valuable additions well-suited for bombarding enemy-held control points during attacks. In the event of an RU capture of the logging camp (A), the BM-23's rockets can also be turned north to engage US ground units approaching from the US base. The only other artillery units produced on the map are spawned at the communication station (G) to the south. So holding this control point is important to both teams if they want to exert control over the nearby construction site (B) and power station (C). The flag here is located in the middle of the facility and can be easily accessed via the adjacent dirt roads—defenders should consider mining the area around the flag. If you're not in an armored vehicle and attempting to convert or contest this flag, look for cover among the stacks of logs within the flag's capture radius. This is a large facility with many hiding spots for defenders, so keep your head on a swivel.

B: Construction Site



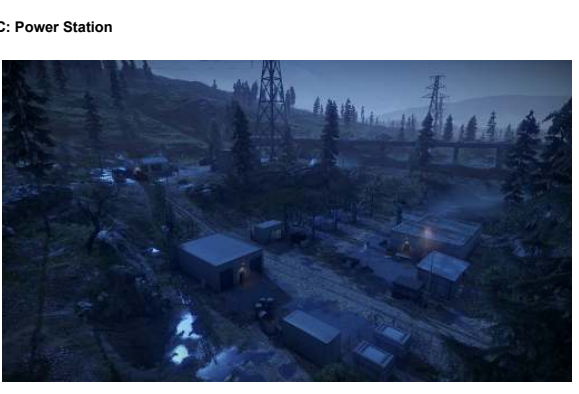


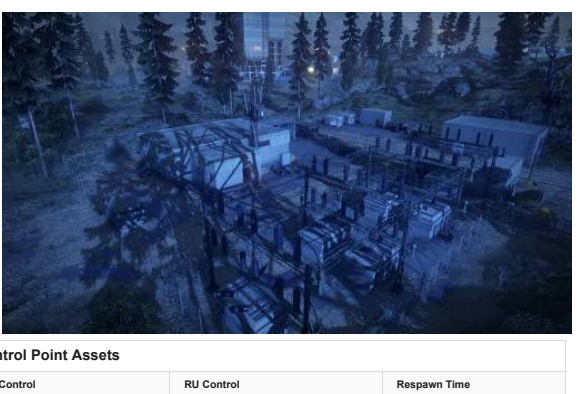
Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
LAV-AD (1)	9K22 Tunguska-M (1)	40 sec.

This control point is home to the tallest structure on the map, making it easy to spot regardless of where you are. The towering skyscraper on the south side of this control point is a popular sniping perch for recon troops. However, if you want to reach the top, get a ride from a helicopter or parachute down from the gunship—there are no ladders. Planting a SOFLAM on top of this building is a great way to laser-designate enemy targets for your teammates equipped with laser-guided weapons. The flagpole is located at the base of a much smaller three-story structure to the north. The wide capture radius allows troops hiding within the building and among the nearby equipment to capture or contest the flag. In addition to a quad bike, the construction site (B) also spawns a mobile anti-aircraft vehicle for both teams. Given the high air traffic streaking over this map, the addition of an LAV-AD or 9K22 Tunguska-M is a welcome sight. Consider driving this vehicle to a remote part of the map (preferably to the north) where it's less likely to come in direct contact with enemy tanks and tank destroyers. The only other mobile anti-aircraft units are produced by the highway control (F) to the south.

C: Power Station



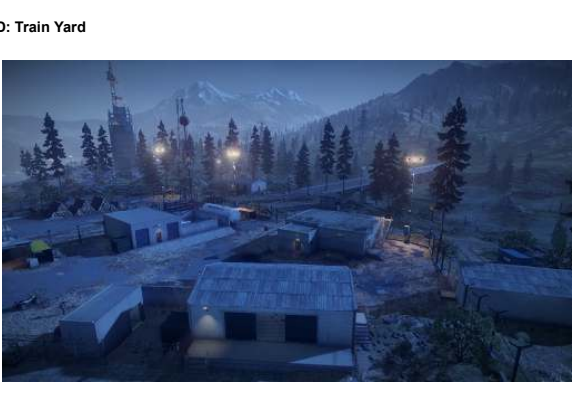


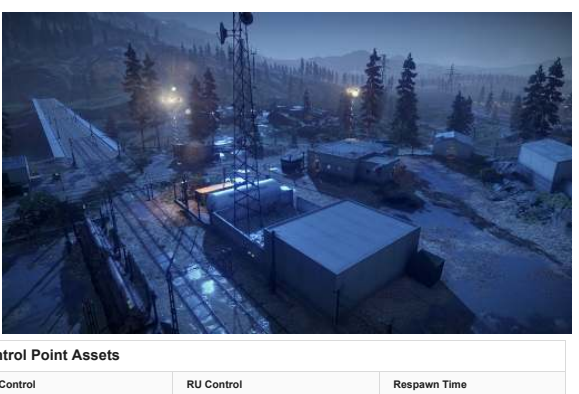
Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
M1128 (1)	SPRUT-SD (1)	60 sec.

The power station (C) is on the north side of the valley, not far from the logging camp (A) and construction site (B). As the southernmost control point in this northern cluster, it's likely to see heavy traffic by both teams. The flag is located near the center of the facility and can easily be captured or contested by vehicles or infantry. Defenders can find plenty of hiding spots among the nearby structures and should prepare for enemy vehicle attacks by placing mines along the dirt road adjacent to the flag. The control point produces a quad bike and tank destroyer for each team. These vehicles are ideal for raiding the train yard (D), the hotly contested control point to the southwest. But be careful not to leave this control point undefended. Make sure at least one squad stays back and guards the flag. As a central control point, the power station (C) sees plenty of action. In a match with 64 players, defenders here will have plenty of enemy encounters to keep them occupied. Engineers armed with mines and rocket launchers are most effective for holding back attackers. The tank destroyer here spawns on the hill to the east—don't let attackers sneak in and steal it.

D: Train Yard



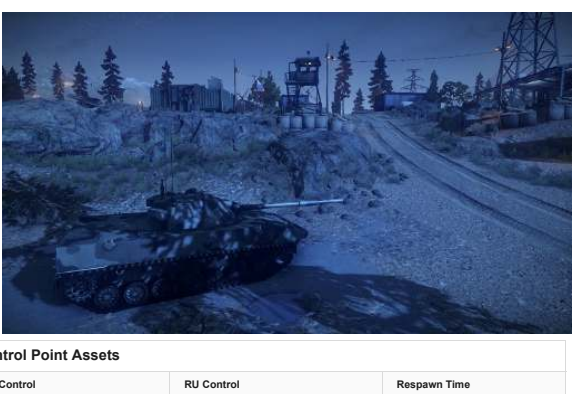


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Gunship (1)	Gunship (1)	60 sec.

This control point is located directly in the center of the map, making it a crucial location in the tug-of-war fight for control of this valley. The train yard (D) is situated on a slight hill on the west side of the valley. From this hill it's possible to gain access to the railway bridge cutting across the valley from east to west. But think twice before driving a tank or other vehicle onto this bridge—you'll be a sitting duck for strafing helicopters and jets. In addition to providing each team with an extra quad bike, the control point supplies the captor with access to the gunship orbiting around the map. Gaining access to the gunship can be a game changer given its powerful weapons and ability to air-drop troops over any control point on the map. As a result, expect heavy fighting to occur here. The flag is at the center of this sprawling facility and is easily accessed via the adjacent dirt roads. Defenders should expect attackers arriving on anything from quad bikes to tanks. Infantry often attempt to capture or contest the flag by hiding within the nearby concrete building. So be ready to conduct a thorough search of the surrounding structures if you suspect enemy troops are present. If necessary, reinforce the train yard (D) with tank destroyers or tanks. Infantry alone will have a difficult time holding this position for any significant span of time.

E: Anti-Air Site

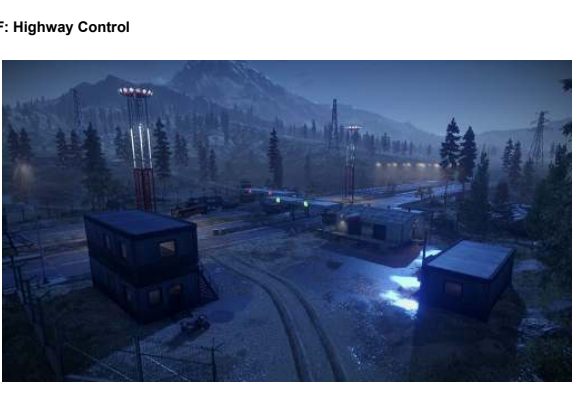


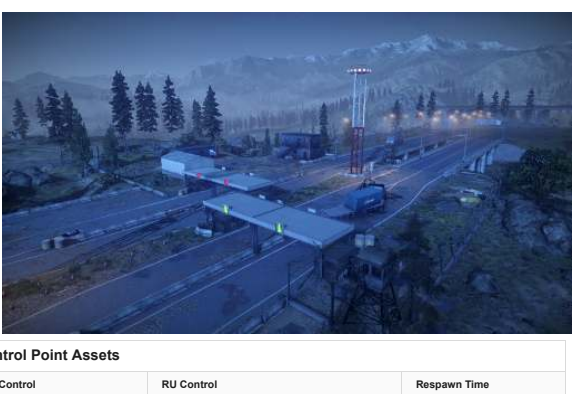
Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
M1128 (1)	SPRUT-SD (1)	60 sec.

Don't let the name of this control point fool you—there are no interactive anti-aircraft assets here. The missile batteries here are merely aesthetic. This control point on the south side of the valley supplies each team with a quad bike and a tank destroyer. The anti-air site's (E) proximity to the train yard (D) makes it a relatively high-traffic area as both teams attempt to control the flags in the center of the map. While the RU team stands the best chance of capturing this control point early, if left undefended it can easily slip into the US team's hands. The dirt road cutting through the center of the facility offers easy access to vehicles approaching from the north or south. Controlling traffic along this dirt road is easiest accomplished by placing mines. Unless it's needed elsewhere, keeping a tank destroyer on guard detail is also a wise decision. The flag is located next to a green, metal communication structure. Infantry hiding inside this structure can capture and contest the flag. Defenders may wish to booby-trap the interior of this structure with C4 or claymores to prevent such sneaky capture attempts.

F: Highway Control





Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
LAV-AD (1)	9K22 Tunguska-M (1)	40 sec.

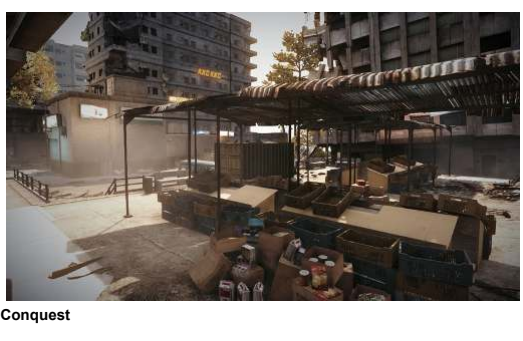
Highway control (F) is one of three control points located in the southern half of the valley, making it a critical flag for the RU team to hold. The flag is along the west side of the highway, next to a small concrete building. Because of its proximity to the highway, the flag is often rushed by vehicles approaching from the north or southeast. The highway is a major thoroughfare stretching as far north as the US base before veering east in the southern half of the valley. While the highway offers a quick way to travel through the valley, there is very little cover, making vehicles vulnerable to attacks by aircraft. It's often better to approach this control point by utilizing the various dirt roads on the periphery. As with the construction site (B) to the north, whichever team controls this flag gains a mobile anti-aircraft vehicle in the form of an LAV-AD or 9K22 Tunguska-M. With all of the air traffic on this map, these vehicles are very valuable and can help shoot down enemy jets and helicopters. In a pinch, they're powerful weapons can also lay waste to speedy quad bikes. But avoid close contact with enemy tanks and tank destroyers. Consider moving the mobile anti-aircraft vehicle to a remote location away from the flags, where it can focus on shooting down enemy aircraft.

G: Communication Station

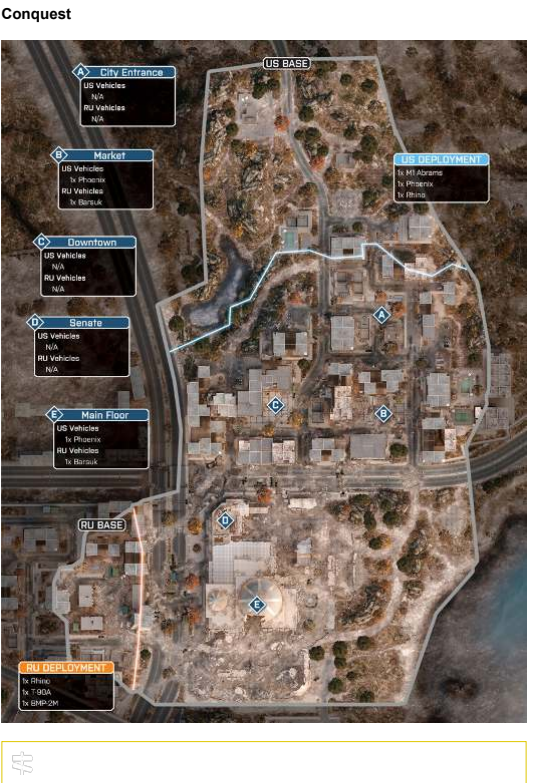
Aftermath Battlefields

Azadi Palace

Azadi Palace



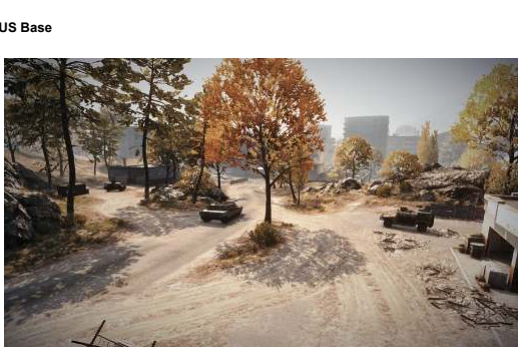
Conquest

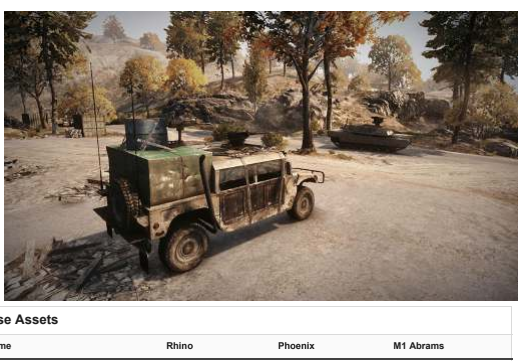


Click here for interactive maps

Before the earthquake, Azadi Palace, located on the southern side of the map, was a popular tourist destination, appreciated by locals and guests alike for its ornate architecture and lush gardens. But now, little is left of this once majestic structure's former glory, as soldiers and military vehicles scurry about the rubble-filled grounds and fight for control of the Palace and the adjoining neighborhood to the north. With five control points up for grabs at the start of the match, both teams must rush to secure at least three flags to initiate a drain on the opposing team's ticket count. Spawning on the city's northern outskirts, the US team has the best chance of capturing the City Entrance (A), Market (B), and Downtown (C), and establish a strong presence on the north side. Meanwhile, the RU team, deploying from the Construction Site in the southeast, has a good chance of securing the Main Floor (E) and Senate (D) within Azadi Palace. But the neither team can win by simply holding the Palace. So in addition to capturing the Palace's two control points, the RU team must look for opportunities to secure at least one of the three northern flags to avoid hemorrhaging tickets. In close matches, a tug-of-war struggle often centers around the Downtown (C) control point. To give your team the upper hand, make sure you make the most of the vehicles spawned at your team's base and control points—the M1 Abrams and T-90A are particularly effective when it comes to taking and holding ground.

US Base



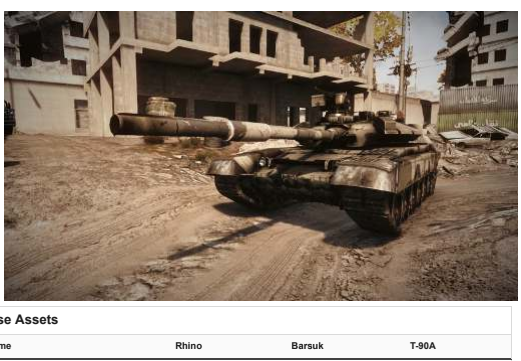


Base Assets

Name	Rhino	Phoenix	M1 Abrams
Quantity	1	1	1
Respawn Time	20 sec.	20 sec.	50 sec.

The US team deploys on the north side of the map, in the city outskirts. The vehicles spawned here play their most important role at the start of the match by serving as troop transports. Both the Rhino and Phoenix are capable of transporting three soldiers. Fill these vehicles to capacity and send the Rhino to the Market (B) while the Phoenix secures the Downtown (C) control point. Meanwhile, the remaining infantry and M1 Abrams can follow these speedy vehicles into the city and capture the City Entrance (A). If the US team moves out fast, they stand a good chance of securing these three northern control points, instantly draining the RU team's ticket count. By holding three out of the five flags, the US team doesn't need to even approach the Palace to the south. Instead, it's better to consolidate on the north side of the city. Post at least one vehicle at each control point and dig in for the rest of the match. As vehicles are destroyed, don't forget to spawn back at the US Base and move new vehicles to the front lines—keeping the M1 Abrams in the fight is particularly important.

RU Base

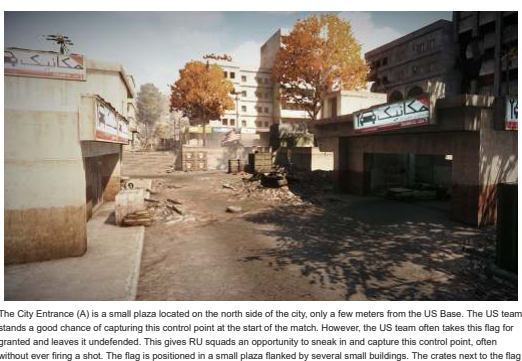


Base Assets

Name	Rhino	Barsuk	T-90A
Quantity	1	1	1
Respawn Time	20 sec.	20 sec.	50 sec.

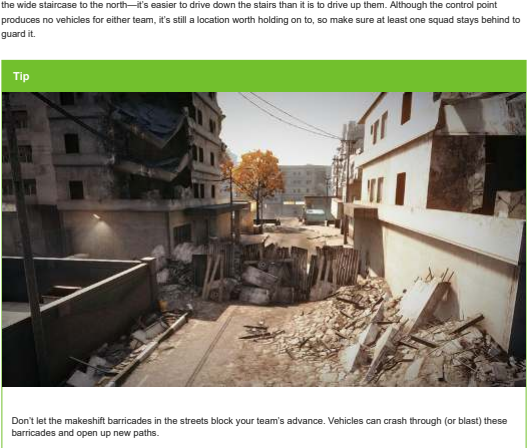
Spawning from the Construction Site in the southwest corner of the city, the RU team begins the battle from a slight geographic disadvantage. While the Palace and its two control points are within close striking distance, the RU team has a difficult time beating the US team to the other three control points, on the north side of the city. So at the start of the battle, while a couple of squads secure the nearby Main Floor (E) and Senate (D) at the Palace, the rest of the team should make an aggressive push toward the Downtown (C) control point. Attacking this control point with the T-90A, Rhino, and Barsuk should be enough to overwhelm the US team's defenders. If the early-round attack is successful, instead of spreading their themselves thin, the RU team should consolidate their forces at the Downtown (C), Senate (D), and Main Floor (E) control points. The two control points in the Palace are easily defended by infantry, so use the vehicle spawned at the RU Base to reinforce the Downtown (C) control point.

A: City Entrance



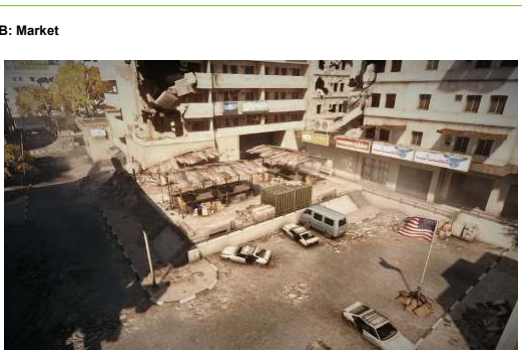
The City Entrance (A) is a small plaza located on the north side of the city, only a few meters from the US Base. The US team stands a good chance of capturing this control point at the start of the match. However, the US team often takes this flag for granted and leaves it undefended. This gives RU squads an opportunity to sneak in and capture this control point, often without ever firing a shot. The flag is positioned in a small plaza flanked by several small buildings. The crates next to the flag offer adequate cover for infantry, but attackers should always watch for defenders posted in the buildings or on rooftops nearby. This control point is easiest for vehicles to access from the south or west. But in a pinch, vehicles can also traverse the wide staircase to the north—it's easier to drive down the stairs than it is to drive up them. Although the control point produces no vehicles for either team, it's still a location worth holding on to, so make sure at least one squad stays behind to guard it.

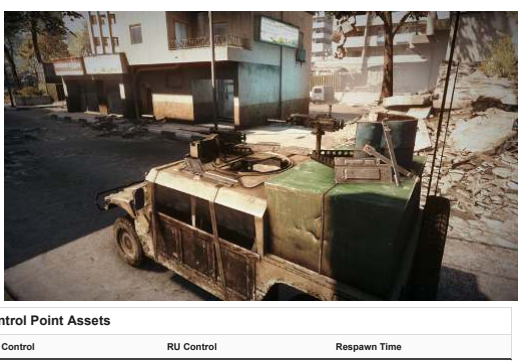
Tip



Don't let the makeshift barricades in the streets block your team's advance. Vehicles can crash through (or blast) these barricades and open up new paths.

B: Market





Control Point Assets

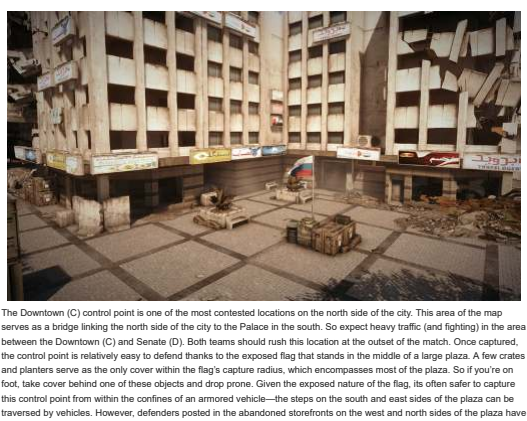
US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.

The Market (B) is located just south of the City Entrance (A) and directly east of the Downtown (C), so it's a key piece of the control point triangle on the city's north side. Unlike its neighboring control points, the Market (B) produces a light vehicle for each team—the US team gets a Phoenix and the RU team gains a Barsuk. Both spawn in a street to the east. The flag is located in a small parking lot on the east side of an abandoned outdoor market. With the exception of a few damaged cars, there isn't much cover for infantry within the flag's capture radius. While infantry can approach the flag from any direction, vehicles can only enter the parking lot from the south—defending engineers should place mines at the parking lot's entrance. Since there aren't too many hiding spots near the flag, defenders should watch this area from the periphery, and take up positions in the building to the east or among the market stalls to the west. Parking the Phoenix or Barsuk in the parking lot or southern street also serves as a good deterrent.

Tip

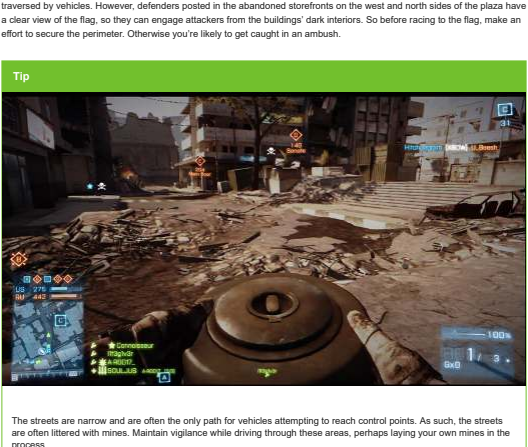
Look for the blue double doors on the west side of the Market (B). Shoot the red gas tank at the base of these doors to gain access to a hallway that cuts through the adjoining apartment building. This shortcut is a relatively safe way to move between the Market (B) and Downtown (C).

C: Downtown



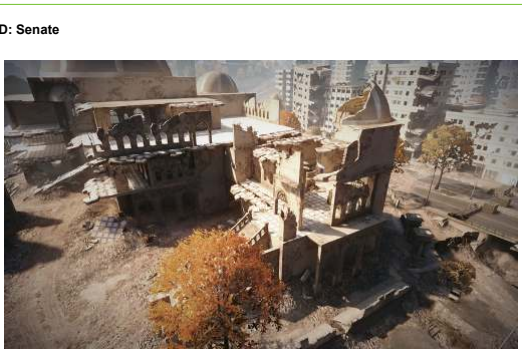
The Downtown (C) control point is one of the most contested locations on the north side of the city. This area of the map serves as a bridge linking the north side of the city to the Palace in the south. So expect heavy traffic (and fighting) in the area between the Downtown (C) and Senate (D). Both teams should rush this location at the outset of the match. Once captured, the control point is relatively easy to defend thanks to the exposed flag that stands in the middle of a large plaza. A few crates and planters serve as the only cover within the flag's capture radius, which encompasses most of the plaza. So if you're on foot, take cover behind one of these objects and drop prone. Given the exposed nature of the flag, its often safer to capture this control point from within the confines of an armored vehicle—the steps on the south and east sides of the plaza can be traversed by vehicles. However, defenders posted in the abandoned storefronts on the west and north sides of the plaza have a clear view of the flag, so they can engage attackers from the buildings' dark interiors. So before racing to the flag, make an effort to secure the perimeter. Otherwise you're likely to get caught in an ambush.

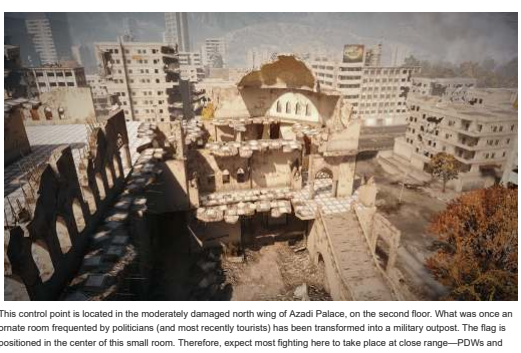
Tip



The streets are narrow and are often the only path for vehicles attempting to reach control points. As such, the streets are often littered with mines. Maintain vigilance while driving through these areas, perhaps laying your own mines in the process.

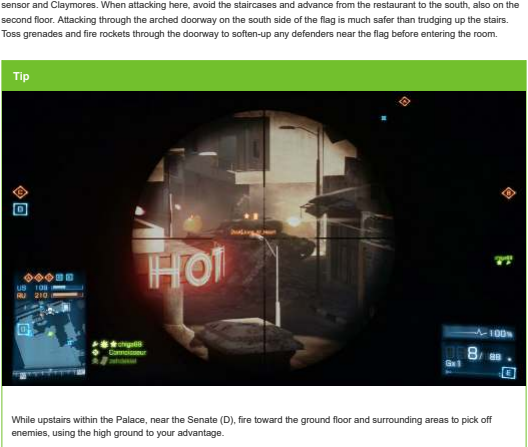
D: Senate





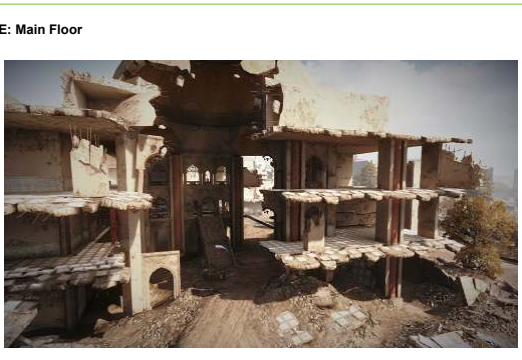
This control point is located in the moderately damaged north wing of Azadi Palace, on the second floor. What was once an ornate room frequented by politicians (and most recently tourists) has been transformed into a military outpost. The flag is positioned in the center of this small room. Therefore, expect most fighting here to take place at close range—PDWs and shotguns are well suited for these point-blank engagements. This room can only be accessed through three points: the large exterior staircase to the east, the narrow interior staircase to the south, and the arched doorway to the south. It's possible for light vehicles like the Phoenix, Barsuk, and Rhino to climb the exterior staircase to gain entry into this room. Tanks can climb the ramp on the east side of the palace, near the restaurant, and fire through the arched doorway. But the doorway is too narrow for a tank to fit in the room. While vehicle attacks are uncommon here, they're a possibility all defenders should prepare for. Once the flag is captured, one squad can adequately cover all three entry points, assisted by a T-UGS motion sensor and Claymores. When attacking here, avoid the staircases and advance from the restaurant to the south, also on the second floor. Attacking through the arched doorway on the south side of the flag is much safer than trudging up the stairs. Toss grenades and fire rockets through the doorway to soften-up any defenders near the flag before entering the room.

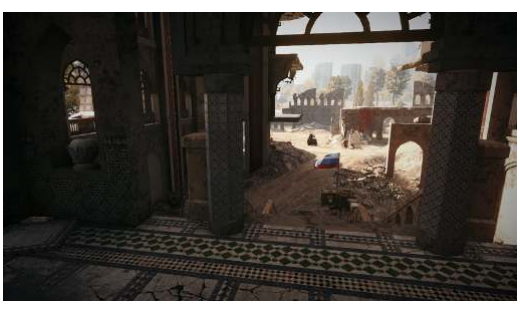
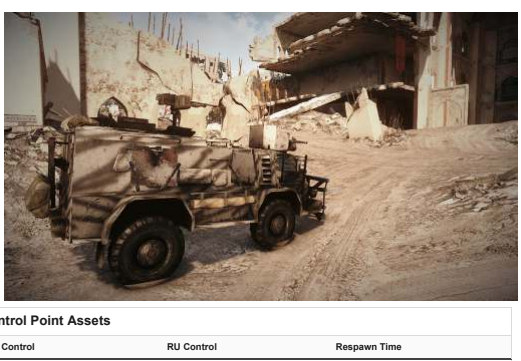
Tip



While upstairs within the Palace, near the Senate (D), fire toward the ground floor and surrounding areas to pick off enemies, using the high ground to your advantage.

E: Main Floor



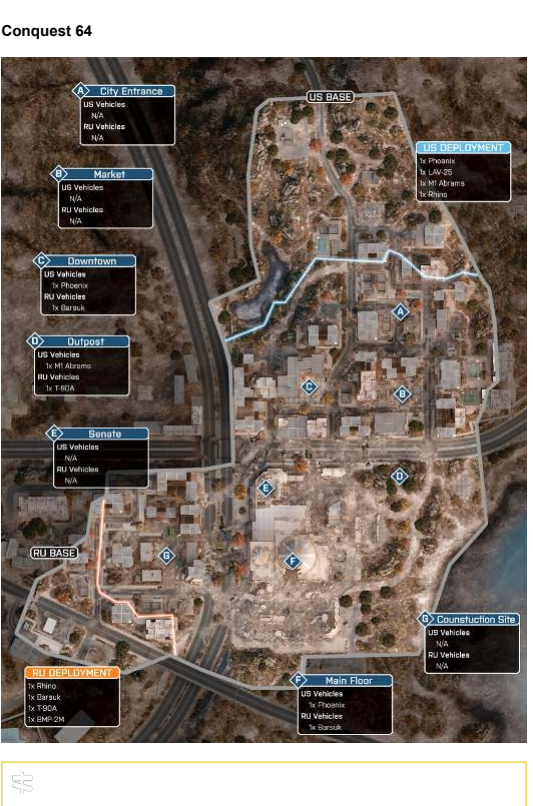



Control Point Assets

US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.

This is another control point located within Azadi Palace, on the south side of the map. Before the earthquake, this lavish foyer and its impressive domed roof greeted guests and dignitaries from around the world. But now the southern wall of the Palace has collapsed, leaving the Main Floor (E) exposed to the elements. The flag stands at the base of a large staircase leading to the second-floor promenade. With the exception of a few crates, there isn't much cover near the flag, which leaves attackers largely exposed while gathered within the capture radius. So consider capturing this flag from within a vehicle. A narrow dirt road cuts through the middle of the foyer, connecting the south and east sides of the palace. But even vehicles run the risk of getting ambushed here by defenders posted on the second floor. The second-floor walkway to the west of the flag is a popular overwatch position for defenders. The piles of rubble and perimeter arched doorways on the ground floor also offer plenty of sneaky spots for defenders to hide. So before approaching the flag, it's wise to secure the second floor. Although this control point is closest to the RU Base, the Main Floor (E) produces light vehicles for both teams that spawn outside the Palace to the south.

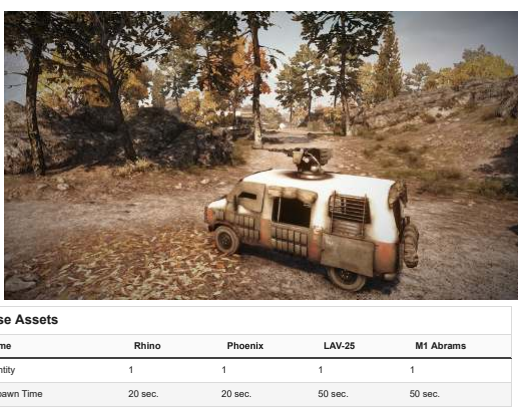
Conquest 64



Click here for interactive maps

In this larger Conquest variant, the map gets even larger, with two more control points added to the south side of the map. The addition of these new control points significantly shifts the geographical balance of power in favor of the RU team. By locking down the Outpost (D), Senate (E), Main Floor (F), and Construction Site (G), the RU team can consolidate their forces on the south side of the map while draining the US team's ticket count. The US team still stands the best chance of maintaining control of the north side of the city, but holding the City Entrance (A), Market (B), and Downtown (C) is no longer sufficient to guarantee a win. So in addition to controlling the north half of the city, the US team must take the fight to the south side, and hopefully capture at least one more control point in the process. The Outpost (D), located on the east side of the Palace, is one of the most valuable control points on the map; it produces an extra tank for both teams. Therefore both teams should make an effort to capture and hold this vital control point. With up to three tanks and two IFVs patrolling the map at any given time, each squad should have at least one engineer ready to dish out damage and conduct repairs. With the exception of the Senate (E), vehicles play a crucial role in securing and defending the control points in this battle. So don't let the vehicles spawned back at your team's base gather dust—move them to the front lines where they can make a difference.

US Base

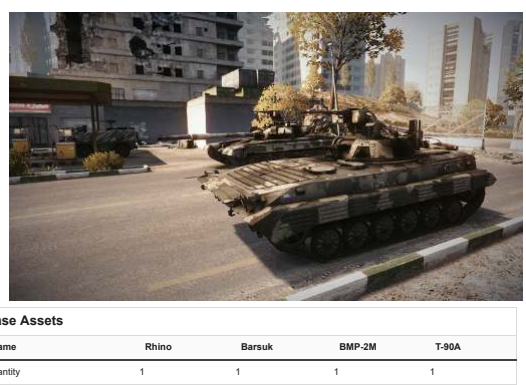


Base Assets

Name	Rhino	Phoenix	LAV-25	M1 Abrams
Quantity	1	1	1	1
Respawn Time	20 sec.	20 sec.	50 sec.	50 sec.

The US team deploys on the north side of the map, in the city outskirts. The vehicles spawned here play their most important role at the start of the match by serving as troop transports. Both the Rhino and Phoenix are capable of transporting three soldiers and the LAV-25 can carry six. Fill these vehicles to capacity and send the Rhino to the Market (B) while the Phoenix secures the Downtown (C) and the LAV-25 takes the Outpost (D). Meanwhile, the remaining infantry and M1 Abrams can follow these speedy vehicles into the city and capture the City Entrance (A). If the US team moves out fast, they stand a good chance of securing the three northern control points as well as the Outpost (D), thereby instantly draining the RU team's ticket count. By holding four out of the seven flags, the US team doesn't need to even approach the Palace. Instead, it's better to consolidate on the north side of the city. Post at least one vehicle at each control point and dig in for the rest of the match. As vehicles are destroyed, don't forget to spawn back at the US Base and move new vehicles to the front lines—keeping the M1 Abrams and LAV-25 in the fight is particularly important.

RU Base



Base Assets

Name	Rhino	Barsuk	BMP-2M	T-90A
Quantity	1	1	1	1
Respawn Time	20 sec.	20 sec.	50 sec.	50 sec.

Spawning from a gas station on the southwest edge of the city, the RU team begins the battle from a slight geographic advantage. Early on, the RU team should rush to secure the four control points on the south side of the map. So at the start of the battle, while a couple of squads secure the nearby Construction Site (G), the rest of the team should make an aggressive push toward the Main Floor (F), Senate (E), and Outpost (D). Use speedy vehicles like the Rhino and Barsuk to reach the distant Outpost (D) while the BMP-2M drops off troops at the Palace to secure the Main Floor (F) and Senate (E). If the RU team moves out quickly, they stand a good chance of locking down the south side of the map while bleeding the US team's ticket count. But don't expect the US team to completely forfeit the southern half of the map. Keep squads posted at each of the southern control points full-time. Also, keep moving new vehicles from the base to front line positions at the Palace and Outpost (D). Use tanks and the BMP-2M to cover the street on the north side of the Palace. Treat this street as a border, and engage any US units that attempt to cross it.

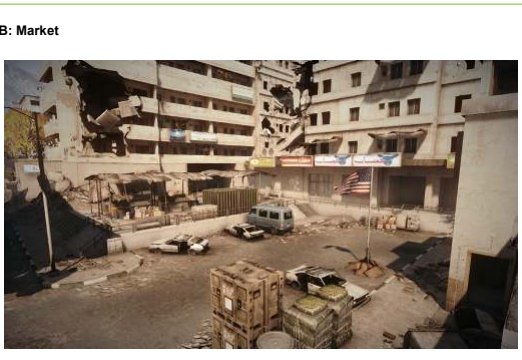
A: City Entrance

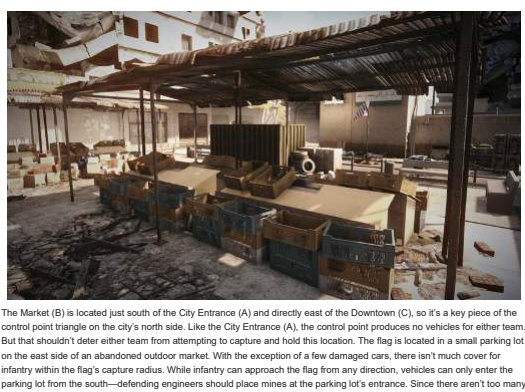
The City Entrance (A) is a small plaza located on the north side of the city, only a few meters from the US Base. The US team stands a good chance of capturing this control point at the start of the match. However, the US team often takes this flag for granted and leaves it undefended. This gives RU squads an opportunity to sneak in and capture this control point, often without ever firing a shot. The flag is positioned in a small plaza flanked by several small buildings. The crates next to the flag offer adequate cover for infantry, but attackers should always watch for defenders posted in the buildings or on rooftops nearby. This control point is easiest for vehicles to access from the south or west. But in a pinch, vehicles can also traverse the wide staircase to the north—it's easier to drive down the stairs than it is to drive up them. Although the control point produces no vehicles for either team, it's still a location worth holding onto, so make sure at least one squad stays behind to guard it.

Tip

Use of the rooftops overlooking the City Entrance (A) and Market (B) to cover teammates as they capture the flag. Grenade launchers are very effective when engaging opponents below.

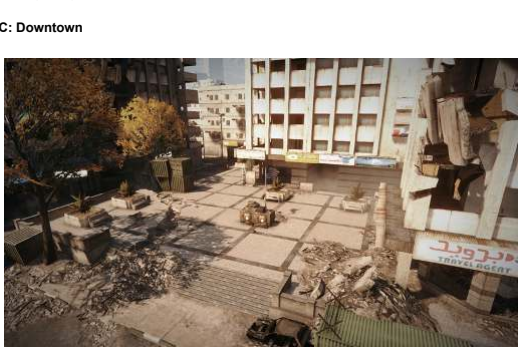
B: Market

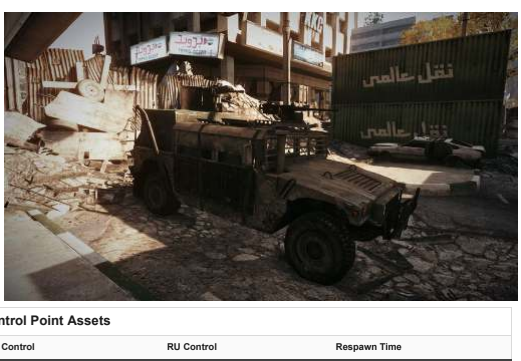




The Market (B) is located just south of the City Entrance (A) and directly east of the Downtown (C), so it's a key piece of the control point triangle on the city's north side. Like the City Entrance (A), the control point produces no vehicles for either team. But that shouldn't deter either team from attempting to capture and hold this location. The flag is located in a small parking lot on the east side of an abandoned outdoor market. With the exception of a few damaged cars, there isn't much cover for infantry within the flag's capture radius. While infantry can approach the flag from any direction, vehicles can only enter the parking lot from the south—defending engineers should place mines at the parking lot's entrance. Since there aren't too many hiding spots near the flag, defenders should watch this area from the periphery, and take up positions in the building to the east or among the market stalls to the west. If the opposing team holds the Outpost (D), expect a constant flow of attacks from the south. Opponents spawning at the Outpost (D) have access to a tank, so engineers may be necessary when defending this flag.

C: Downtown



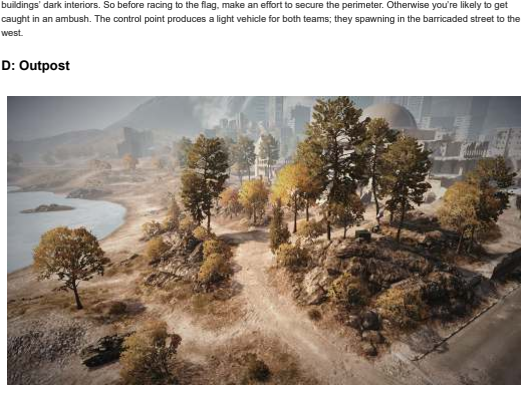


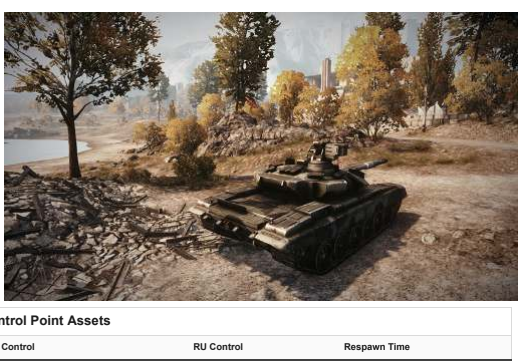
Control Point Assets

US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.

The Downtown (C) control point is one of the most contested locations on the north side of the city. This area of the map serves as a bridge linking the north side of the city to the Palace in the south. So expect heavy traffic (and fighting) in the area between the Downtown (C) and Senate (E). The US should rush this location at the outset of the match and reinforce it with their M1 Abrams. Once captured, the control point is relatively easy to defend thanks to the exposed flag, which stands in the middle of a large plaza. A few crates and planters serve as the only cover within the flag's capture radius, which encompasses most of the plaza. So if you're on foot, take cover behind one of these objects and drop prone. Given the exposed nature of the flag, its often safer to capture this control point from within the confines of an armored vehicle—the steps on the south and east sides of the plaza can be traversed by vehicles. However, defenders posted in the abandoned storefronts on the west and north sides of the plaza have a clear view of the flag, and they can engage attackers from the buildings' dark interiors. So before racing to the flag, make an effort to secure the perimeter. Otherwise you're likely to get caught in an ambush. The control point produces a light vehicle for both teams; they spawning in the barricaded street to the west.

D: Outpost



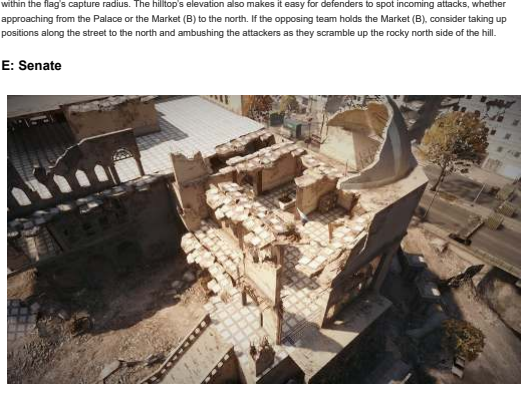


Control Point Assets

US Control	RU Control	Respawn Time
M1 Abrams (1)	T-90A (1)	50 sec.

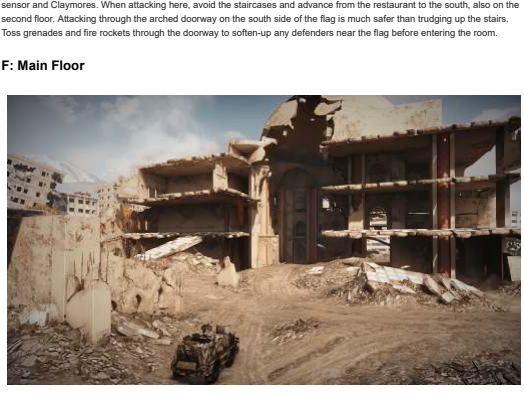
The Outpost (D) is a rocky hilltop control point located directly east of Azadi Palace. Surrounded by tall trees and adjacent to a serene lake, this undeveloped area offers a nice change of scenery, free of rubble and destruction. But the great view isn't the only reason to secure this flag. The Outpost (D) is the only control point that produces an extra tank for each team. In a close match, gaining access to another tank can make a huge difference. So both teams should make an effort to capture and hold this location. The flag is positioned atop a rocky hill that is easily accessed by vehicles traveling along the dirt road on the south side. Although rocky, the north face of the hill features a narrow trail that infantry can climb to reach the top of the hill. The trees and a few crates clustered around the flagpole offer decent cover and concealment for infantry gathered within the flag's capture radius. The hilltop's elevation also makes it easy for defenders to spot incoming attacks, whether approaching from the Palace or the Market (B) to the north. If the opposing team holds the Market (B), consider taking up positions along the street to the north and ambushing the attackers as they scramble up the rocky north side of the hill.

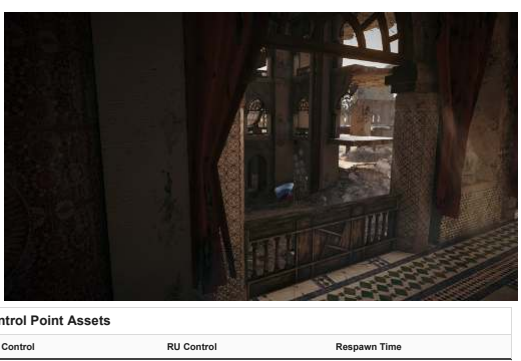
E: Senate



This control point is located in the moderately damaged north wing of Azadi Palace, on the second floor. What was once an ornate room frequented by politicians (and most recently tourists) has been transformed into a military outpost. The flag is positioned in the center of this small room. Therefore, expect most fighting here to take place at close range—PDWs and shotguns are well suited for these point-blank engagements. This room can only be accessed through three points: the large exterior staircase to the east, the narrow interior staircase to the south, and the arched doorway to the south. It's possible for light vehicles like the Phoenix, Barsuk, and Rhino to climb the exterior staircase to gain entry into this room. Tanks can climb the ramp on the east side of the palace, near the restaurant, and fire through the arched doorway. But the doorway is too narrow for a tank to fit in the room. While vehicle attacks are uncommon here, they're a possibility all defenders should prepare for. Once the flag is captured, one squad can adequately cover all three entry points, assisted by a T-UGS motion sensor and Claymores. When attacking here, avoid the staircases and advance from the restaurant to the south, also on the second floor. Attacking through the arched doorway on the south side of the flag is much safer than trudging up the stairs. Toss grenades and fire rockets through the doorway to soften-up any defenders near the flag before entering the room.

F: Main Floor



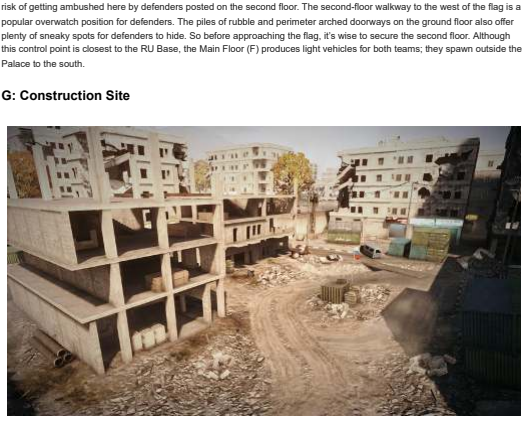


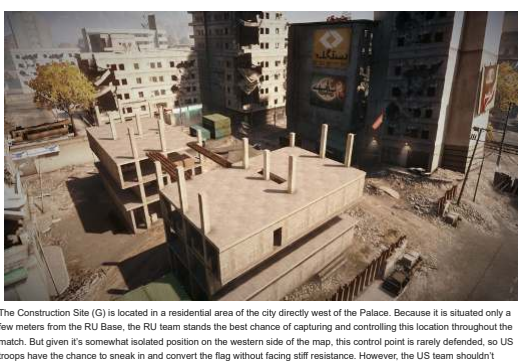
Control Point Assets

US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.

This is another control point located within Azadi Palace, on the south side of the map. Before the earthquake, this lavish foyer and its impressive domed roof greeted guests and dignitaries from around the world. But now the southern wall of the Palace has collapsed, leaving the Main Floor (F) exposed to the elements. The flag stands at the base of a large staircase leading to the second-floor promenade. With the exception of a few crates, there isn't much cover near the flag, so attackers are largely exposed while gathered within the capture radius. So consider capturing this flag from within a vehicle. A narrow dirt road cuts through the middle of the foyer, connecting the south and east sides of the palace. But even vehicles run the risk of getting ambushed here by defenders posted on the second floor. The second-floor walkway to the west of the flag is a popular overwatch position for defenders. The piles of rubble and perimeter arched doorways on the ground floor also offer plenty of sneaky spots for defenders to hide. So before approaching the flag, it's wise to secure the second floor. Although this control point is closest to the RU Base, the Main Floor (F) produces light vehicles for both teams; they spawn outside the Palace to the south.

G: Construction Site



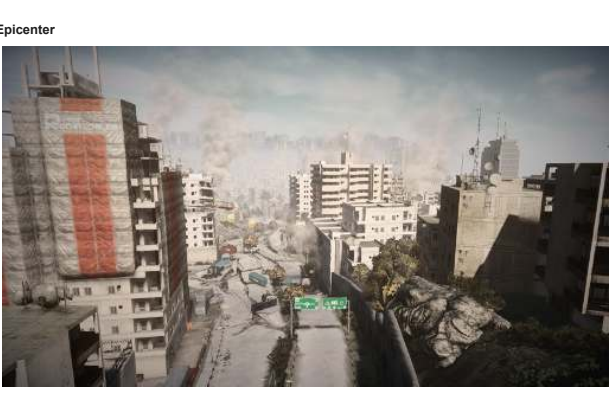


The Construction Site (G) is located in a residential area of the city directly west of the Palace. Because it is situated only a few meters from the RU Base, the RU team stands the best chance of capturing and controlling this location throughout the match. But given it's somewhat isolated position on the western side of the map, this control point is rarely defended, so US troops have the chance to sneak in and convert the flag without facing stiff resistance. However, the US team shouldn't expend many resources on holding this position for any significant amount of time. The Construction Site (G) produces no vehicles for either team, and given this control point's proximity to the RU Base, it's only a matter of time before the RU team strikes back with their tank and IFV. So, for the US team, it's best to capture the flag and move on to another control point. However, if the US team has managed to capture all seven flags, forming a defensive line at the Construction Site (G) can be an effective way to trap the RU team at their base. The two partially constructed buildings west of the flag have fared much better than the surrounding structures, and infantry can access all three floors. With so many elevated overwatch positions within these two buildings, the flag is safest to capture from within a tank or IFV. Still, troops on the ground can find some cover within the capture radius by ducking down behind the crates next to the flag.

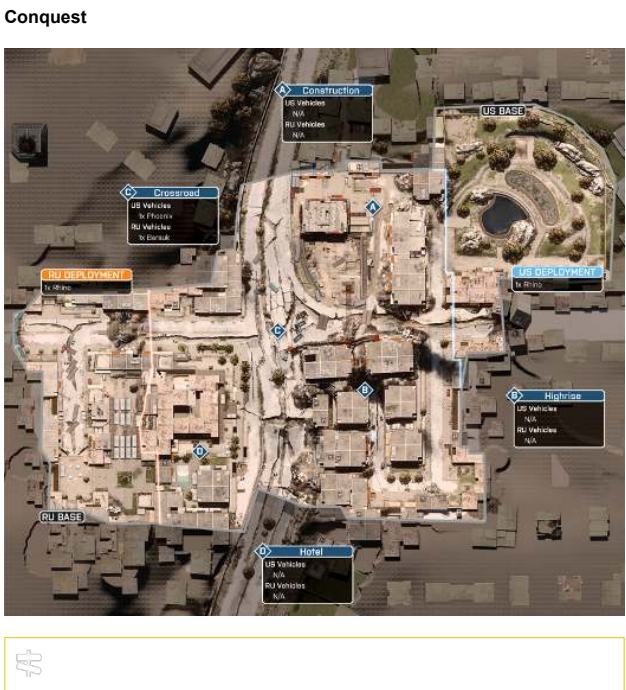
Aftermath Battlefields

Epicenter

Epicenter



Conquest



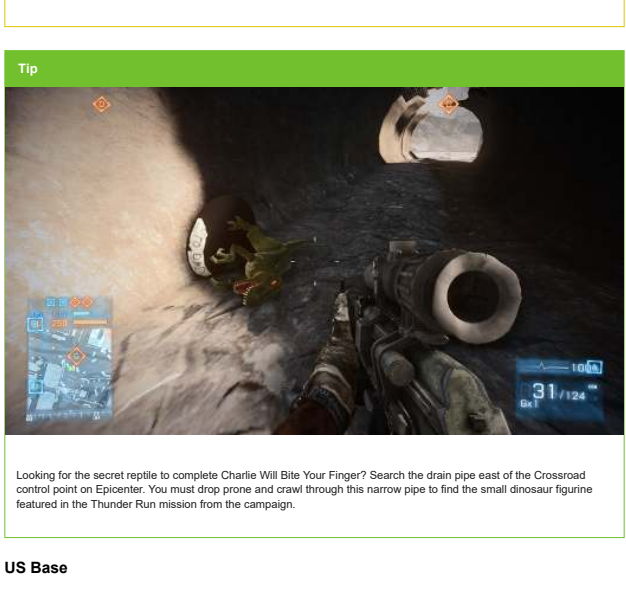
Click here for interactive maps

With only four flags up for grabs in this earthquake-devastated urban landscape, both teams need to move out fast to secure their respective sides of the battlefield. For the US team it means rushing troops to the nearby Construction (A) control point while using the Rhino to secure the Highrise (B). On the opposite side of the map, the RU team needs to rush infantry to the Hotel (D) while their own Rhino transports troops to the Crossroad (C). With each team controlling two flags, the battle becomes a stalemate, resulting in the draining of no tickets. So to bleed the opposing team's ticket count, both teams must look for opportunities to secure at least a third flag. The Construction (A) and Hotel (D) control points are usually out of play, given their close proximity to each team's base. So that often leads to heavy fighting over the Highrise (B) and Crossroad (C) control points. If your squad simply shuttles between these two points, you can greatly increase your team's chance of securing a victory.

Note

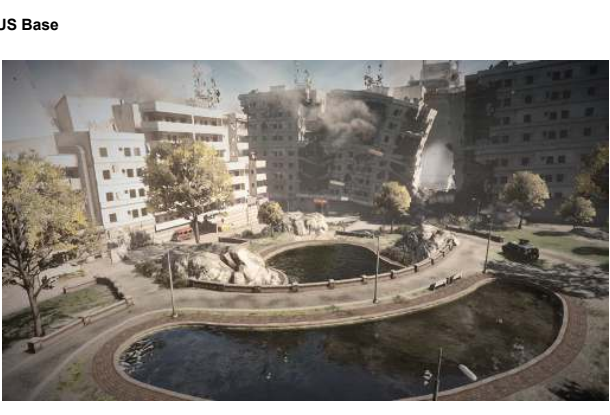
The Epicenter map is occasionally rocked by randomly generated aftershocks in all game modes. During the aftershock, your weapon sways uncontrollably for a few seconds. Unless engaging opponents at close range, consider holding your fire until the earth stops shaking—accuracy is reduced significantly during an aftershock.

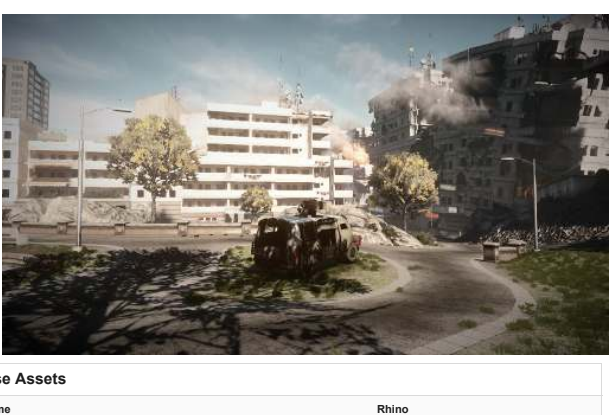
Tip



Looking for the secret reptile to complete Charlie Will Bite Your Finger? Search the drain pipe east of the Crossroad control point on Epicenter. You must drop prone and crawl through this narrow pipe to find the small dinosaur figurine featured in the Thunder Run mission from the campaign.

US Base



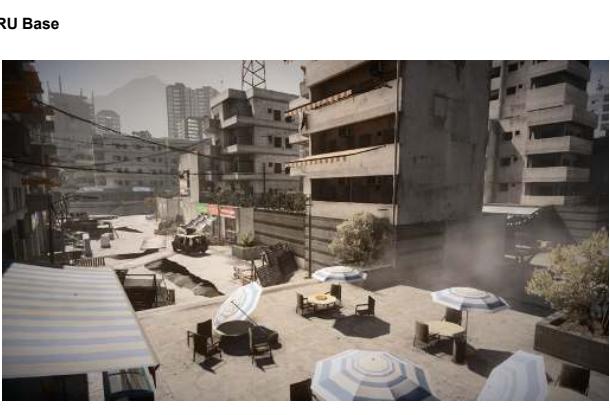


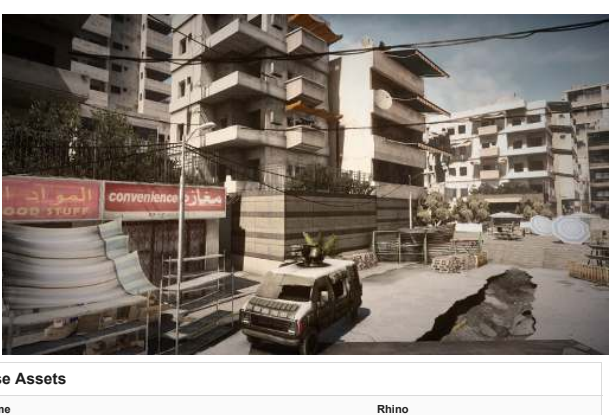
Base Assets

Name	Rhino
Quantity	1
Respawn Time	30 sec.

The US team deploys from the park on the northeast edge of the map, not far from the nearby Construction (A) control point. The serene ponds and quaint playground stand in stark contrast to the surrounding destruction. But don't spend much time enjoying the scenery here—there's a battle to win! While the team has one Rhino at their disposal, most of the team will be stuck hoofing it through the heavily damaged city. If you find yourself in the driver seat of the Rhino, make the most of this vehicle by racing to a distant control point like the Crossroad (C)—just watch your speed because the debris-littered streets are filled with obstacles that could potentially flip the van. Securing this central flag early on during a match can help give your team the upper hand, as well as an extra vehicle. While the Rhino and its crew head for the Crossroad (C), the rest of the team should sprint to the Construction (A) and Highrise (B) control points. If your team acts fast in a coordinated fashion, you stand a good chance of securing three out of the four control points on the map, thereby forcing the RU team to incur a drain on their ticket count.

RU Base



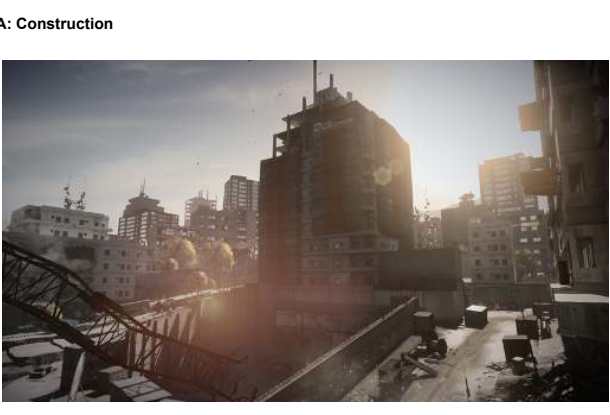


Base Assets

Name	Rhino
Quantity	1
Respawn Time	30 sec.

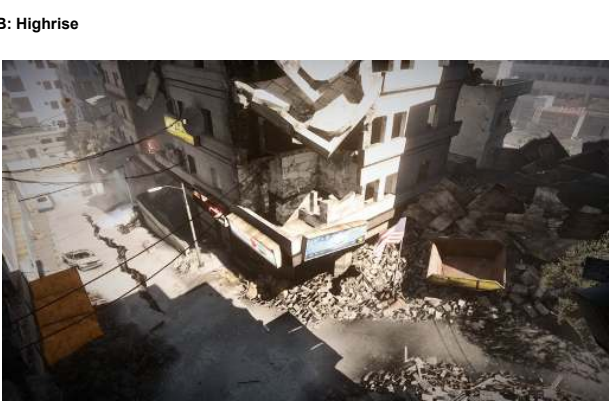
Deploying from the streets and alleys in the southwest corner of the map, the RU team has the best chance of securing the Hotel (D) before pushing deeper into the rubble-filled city. Like the US team, the RU team has only one Rhino at their disposal, which leaves most of the team on foot. When driving the Rhino, fill the vehicle to capacity before racing into the city so that you can transport as many troops as possible to the contentious control points in the middle of the map. The Rhino is the RU team's best chance of reaching and capturing the Crossroad (C) control point before the US team arrives early during a match. Whether riding in the Rhino or moving out on foot, securing the Hotel (D) and Crossroad (C) is the primary goal of troops spawning at the RU Base. Although it serves as a form of transportation, don't underestimate the effectiveness of the Rhino's weapons. When parked in the street west of the Crossroad (C), the Rhino is an ideal weapons platform that's perfect for targeting US troops rushing in from the east.

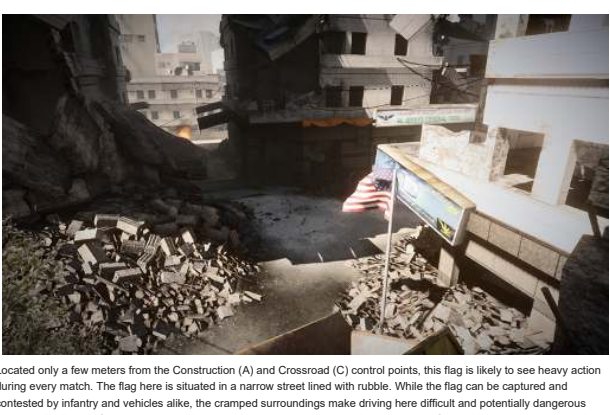
A: Construction



Located only a few meters from the US Base, the Construction (A) control point is a likely early-round capture for the US team. But that doesn't mean the RU team should write off this control point completely. This control point is rarely defended, which makes it relatively easy to capture for RU troops approaching from the east. The flag here is positioned on the north side of a partially constructed skyscraper. There is ample cover available within the flag's capture radius, giving attackers and defenders plenty of safe hiding spots from which to capture or contest this point. Two choke points adjacent to this flag are worth noting. One is the narrow alley cut through the piles of rubble to the east. This is a popular route often utilized by US troops attacking from their nearby base. The RU team can score some easy kills here by ambushing US foot traffic passing through this cramped kill zone. The second notable choke point is the tunnel that runs beneath the skyscraper. While the tunnel is a great way to sneak up on the flag from the south, the darkness makes it easy for defenders to hide booby traps such as mines, Claymores, and C4 charges here.

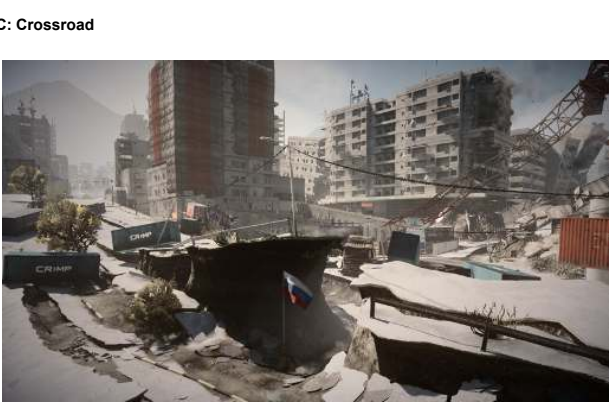
B: Highrise

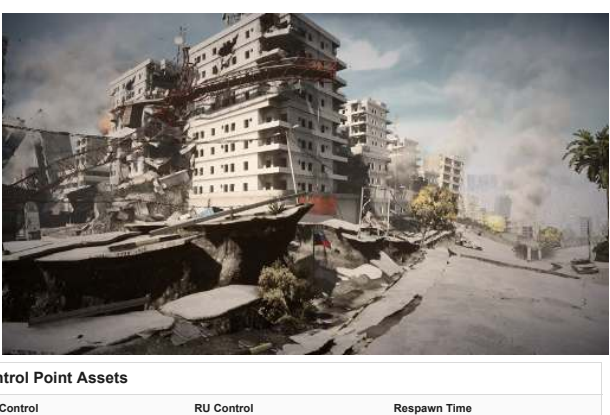




Located only a few meters from the Construction (A) and Crossroad (C) control points, this flag is likely to see heavy action during every match. The flag here is situated in a narrow street lined with rubble. While the flag can be captured and contested by infantry and vehicles alike, the cramped surroundings make driving here difficult and potentially dangerous given the likelihood of encountering booby traps and opponents hiding in the nearby storefronts. It's best to approach this control point on foot. While the flag can be accessed from all directions, the northern and western approaches are the most heavily traveled as troops rush between this location and the Construction (A) and Crossroad (C) control points. These narrow, high-traffic passages can become deadly choke points, particularly if defended by a determined squad. Explosives are very effective in these tight quarters. When attacking here, consider flanking from the south or east in an attempt to circumvent these potential kill zones.

C: Crossroad



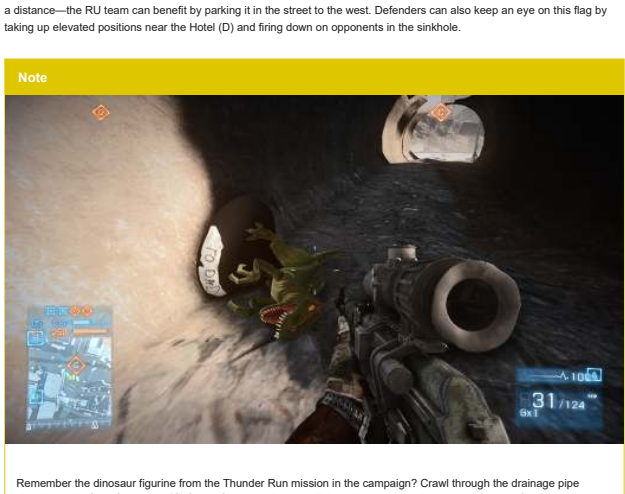


Control Point Assets

US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.

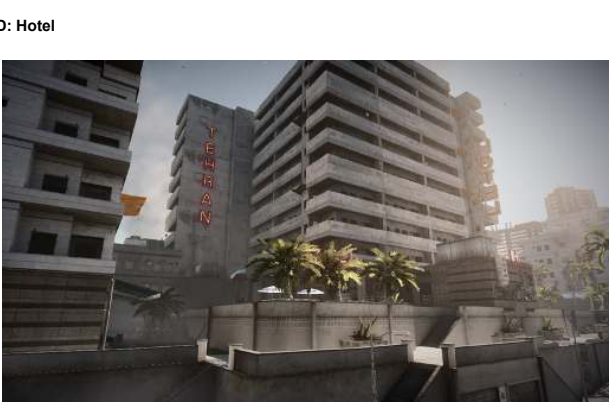
The recent seismic activity has absolutely rippled this once straight and level stretch of road that was a major north-south thoroughfare. What was once a street now resembles a jagged wall cutting through the center of the map and greatly inhibiting vehicle traffic. The flag here is located in the bottom of a shallow sinkhole, flanked by two portions of the uplifted street. This flag is best captured and contested by infantry hiding among the rubble—driving a vehicle into this hole is not advised. As the only control point that produces a vehicle for each team, the Crossroad (C) is usually the most contested flag on the map. The Phoenix or Barsuk spawns on the street to the north, where it is already well-positioned to engage the cross traffic between the nearby control points. Instead of using it as a transport, consider using this vehicle to defend the flag from a distance—the RU team can benefit by parking it in the street to the west. Defenders can also keep an eye on this flag by taking up elevated positions near the Hotel (D) and firing down on opponents in the sinkhole.

Note



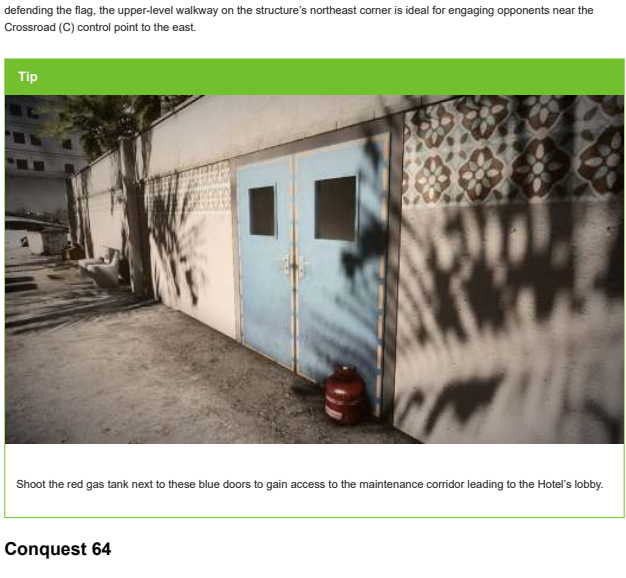
Remember the dinosaur figurine from the Thunder Run mission in the campaign? Crawl through the drainage pipe directly north of the Crossroad (C) flag to find this misplaced T-Rex. Move next to the dino to earn the Charlie Will Bite Your Finger achievement/trophy.

D: Hotel



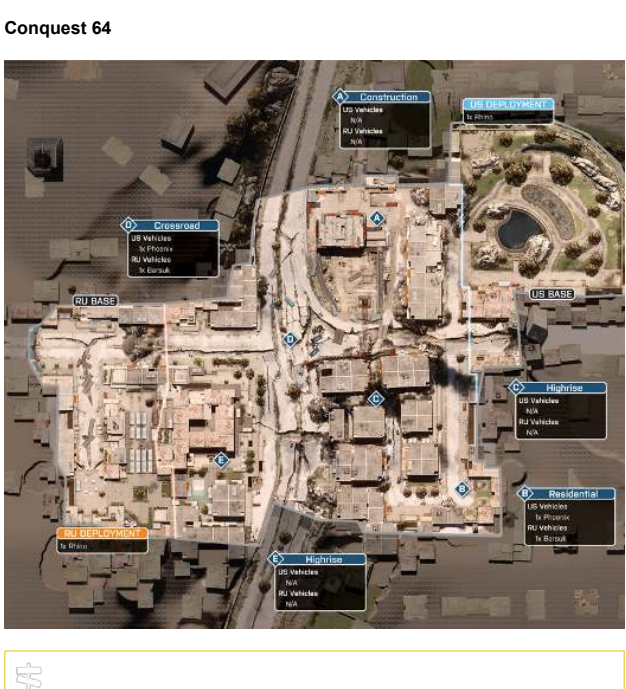
Unlike its neighbors, this landmark modern structure survived the earthquake relatively unscathed, having suffered only minor damage. Given its close proximity to the RU Base, the RU team is likely to capture this control point early during the match—enter through the western passage to access the lobby. The flag is positioned on the south side of the structure, on an exterior walkway just outside the lobby. There is no vehicle access to the flag, so it is up to infantry to capture and hold this position. This often leads to close-quarter duels given the flag's relatively sheltered location—PDWs and shotguns work well here. While attacks usually come from the east and south sides, defenders should also prepare for attackers approaching from the lobby. The lobby is easily accessed via two blue maintenance doors on the north and east sides of the structure—the blue maintenance doors can be destroyed by shooting the adjacent red gas canisters. The maintenance tunnel beyond these doors connect to the lobby, allowing for flanking attacks from within the building's interior. When not attacking or defending the flag, the upper-level walkway on the structure's northeast corner is ideal for engaging opponents near the Crossroad (C) control point to the east.

Tip



Shoot the red gas tank next to these blue doors to gain access to the maintenance corridor leading to the Hotel's lobby.

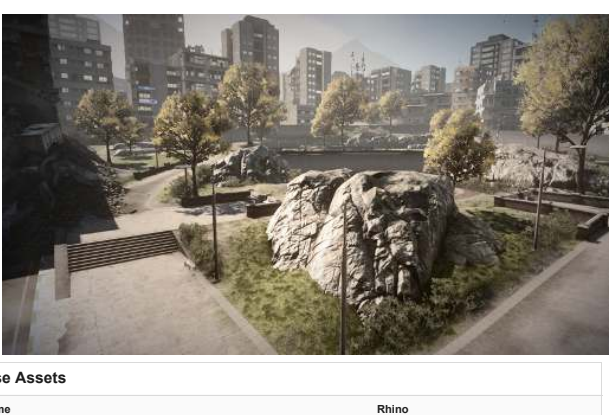
Conquest 64



Click here for interactive maps

In this larger Conquest variant, the map is the same size and only one extra control point has been added bringing the total number of flags to five. As a result, both teams should strive to carve out their territory by capturing and holding no fewer than three flags to bleed the opposing team's ticket count. For the US team, it makes the most sense to form a defensive line along the eastern part of the city by holding the Construction (A), Residential (B), and Highrise (C) flags. While the RU team has no problem capturing the Hotel (E) and Crossroad (D), securing a third flag can sometimes be problematic—go for the Residential (B) or Highrise (C) control points. When playing on a full server with 64 players, this moderately sized map becomes very crowded and chaotic. But resist the urge to run around, hopscotching from one flag to the next. Instead, make a concerted effort to defend the flags your team has captured. By utilizing the narrow alleys and cramped streets as choke points, a single squad should have no problem locking down each control point. The Highrise (C) and Crossroad (D) are the most hotly contested, so never let these flags get captured without putting up a fight.

US Base

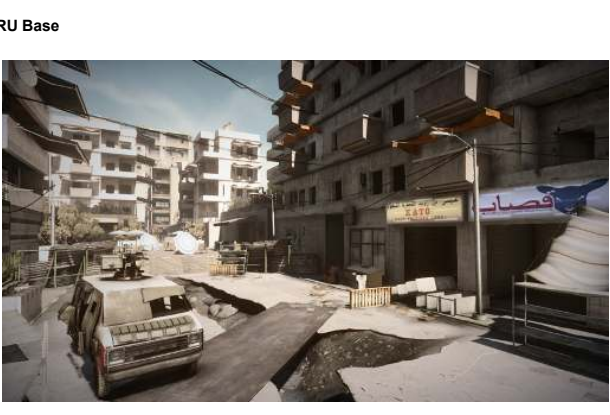


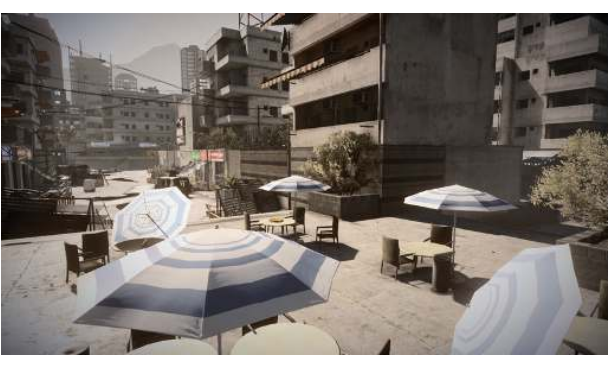
Base Assets

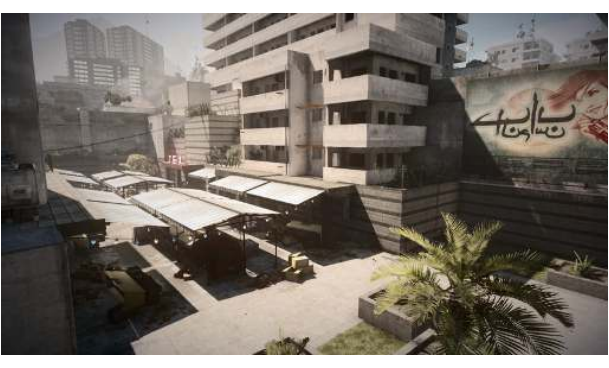
Name	Rhino
Quantity	1
Respawn Time	30 sec.

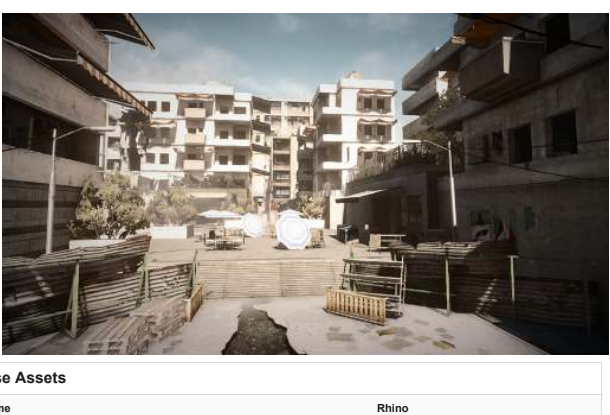
The US team deploys from the park on the northeast edge of the map, not far from the nearby Construction (A) control point. The serene ponds and quaint playground stand in stark contrast to the surrounding destruction. But don't spend much time enjoying the scenery here—there's a battle to win! While the team has one Rhino at their disposal, most of the team will be stuck hoofing it through the heavily damaged city. If you find yourself in the driver seat of the Rhino, make the most of this vehicle by racing to a distant control point like the Highrise (C)—just watch your speed because the debris-littered streets are filled with obstacles that could potentially flip the van. Securing this central flag early on during a match can help give your team the upper hand. While the Rhino and its crew head for the Highrise (C), the rest of the team should sprint to the Construction (A) and Residential (B) control points. If your team acts fast in a coordinated fashion, you stand a good chance of securing three out of the five control points on the map, thereby forcing the RU team to incur a drain on their ticket count.

RU Base







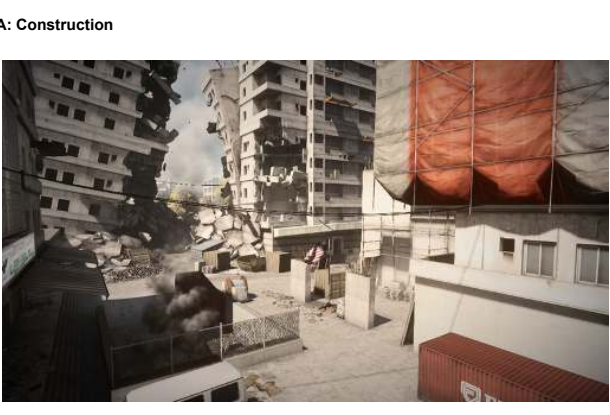


Base Assets

Name	Rhino
Quantity	1
Respawn Time	30 sec.

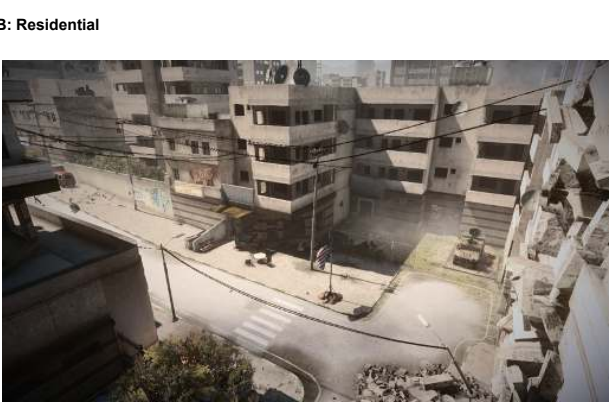
Deploying from the streets and alleys in the southwest corner of the map, the RU team has the best chance of securing the Hotel (E) before pushing deeper into the rubble-filled city. Like the US team, the RU team has only one Rhino at their disposal, which leaves most of the team on foot. When driving the Rhino, fill the vehicle to capacity before racing into the city so that you can transport as many troops as possible to the contentious control points in the middle of the map. The Rhino is the RU team's best chance of reaching and capturing the Highrise (C) or Residential (B) control points before the US team arrives early during a match. Whether riding in the Rhino or moving out on foot, securing the Hotel (E) and Crossroad (D) is the primary goal of troops spawning at the RU Base. Although it serves as a form of transportation, don't underestimate the effectiveness of the Rhino's weapons. When parked in the street west of the Crossroad (D), the Rhino is an ideal weapons platform that is perfect for targeting US troops rushing in from the east.

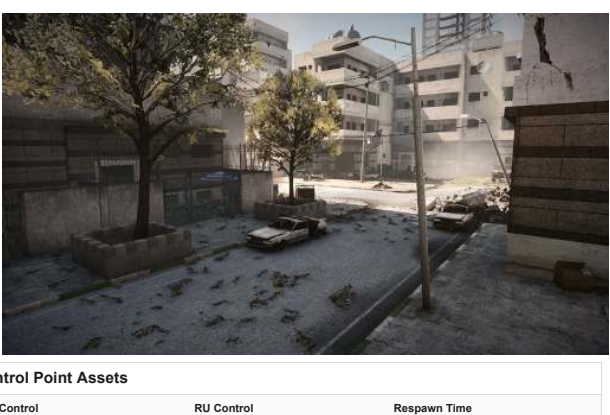
A: Construction



Located only a few meters from the US Base, the Construction (A) control point is a likely early-round capture for the US team. But that doesn't mean the RU team should write off this control point completely. This control point is rarely defended, so it is relatively easy to capture for RU troops approaching from the east. The flag here is positioned on the north side of a partially constructed skyscraper. There is ample cover available within the flag's capture radius, so attackers and defenders have plenty of safe hiding spots from which to capture or contest this point. Two choke points adjacent to this flag are worth nothing. One is the narrow alley cut through the piles of rubble to the east. This is a popular route often utilized by US troops attacking from their nearby base. The RU team can score some easy kills here by ambushing US foot traffic passing through this cramped kill zone. The second notable choke point is the tunnel running beneath the skyscraper. While the tunnel is a great way to sneak up on the flag from the south, the darkness makes it easy for defenders to hide booby traps such as mines, Claymores, and C4 charges here.

B: Residential



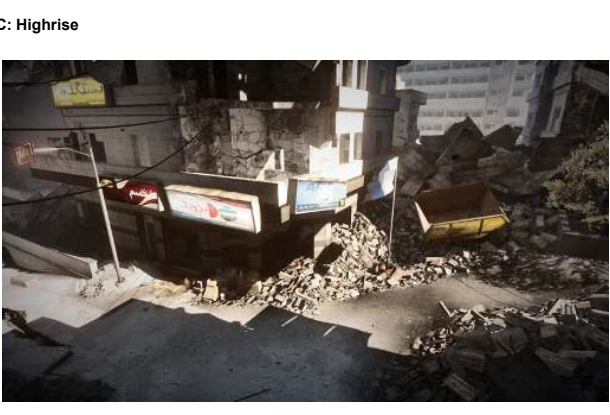


Control Point Assets

US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.

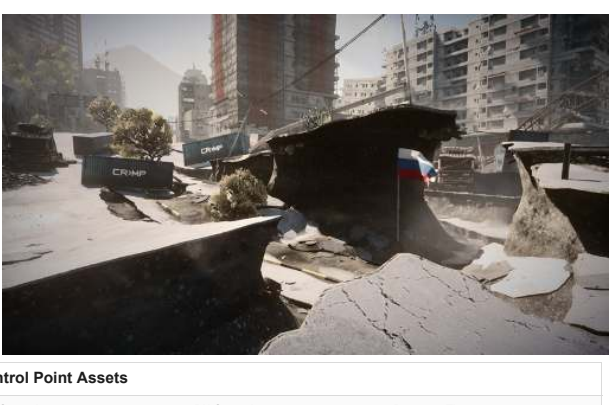
This quiet neighborhood is tucked away in the southeast corner of the map, somewhat isolated from the heavy fighting taking place in the city core. Located just south of the US Base, the US team has a good chance of capturing and exerting control over this control point throughout the match. The flag is positioned on a sidewalk adjacent to an intersection, so it is easy for both infantry and vehicles to capture. The adjoining streets are relatively free of debris and rubble, which makes it easy to approach the flag in a vehicle, whether traveling from the north or west. These streets also provide long, unobstructed sight lines that are ideal for sharpshooters. As a result, it's safest to approach this flag in a vehicle, particularly when the control point is defended by the opposing team—just watch out for mines and other booby traps. Both teams gain access to an extra vehicle by controlling this flag, so it is worth the effort to hold this position. Instead of driving off into the city, use the Phoenix or Barsuk deployed here to help deter attacks on this control point. The weapons mounted on these vehicles are ideal for engaging opponents traveling along the nearby streets. Or park the vehicle near the intersection to the north and engage the cross traffic in the map's center.

C: Highrise



Located only a few meters from the Construction (A), Residential (B), and Crossroad (D) control points, this flag is likely to see heavy action during every match. The flag here is situated in a narrow street lined with rubble. While the flag can be captured and contested by infantry and vehicles alike, the cramped surroundings make driving here difficult and potentially dangerous given the likelihood of encountering booby traps and opponents hiding in the nearby storefronts. It's best to approach this control point on foot. While the flag can be accessed from all directions, the northern and western approaches are the most heavily traveled as troops rush between this location and the Construction (A) and Crossroad (D) control points. These narrow, high-traffic passages can become deadly choke points, particularly if defended by a determined squad. Explosives are very effective in these tight quarters. When attacking here, consider flanking from the south or east in an attempt to circumvent these potential kill zones.

D: Crossroad

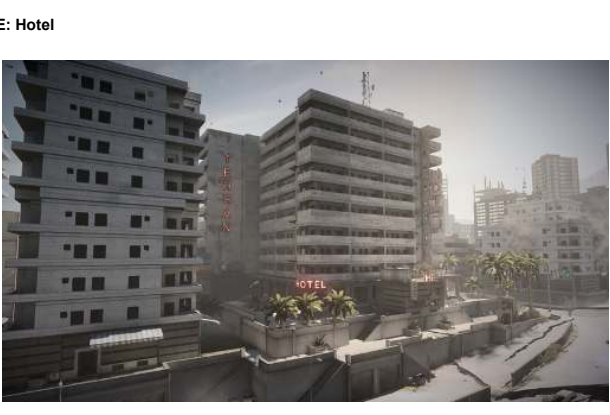


Control Point Assets

US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.

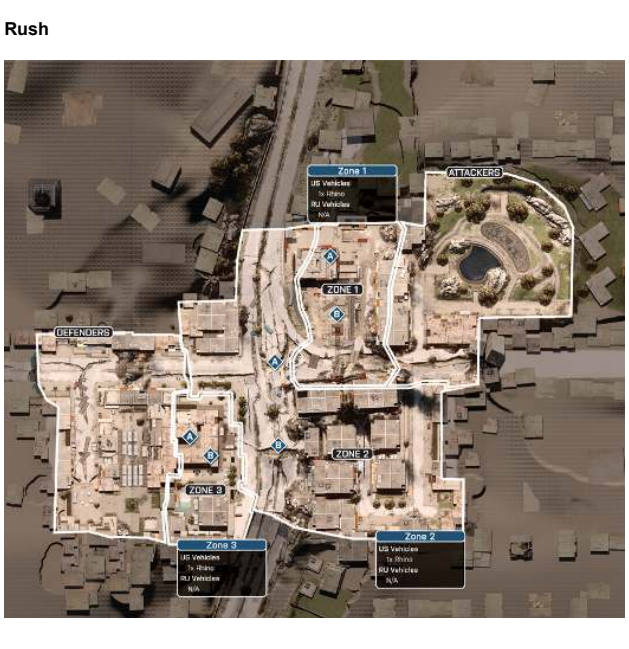
The recent seismic activity has absolutely rippled this once straight and level stretch of road that was a major north-south thoroughfare. What was once a street now resembles a jagged wall cutting through the center of the map and greatly inhibiting vehicle traffic. The flag here is located in the bottom of a shallow sinkhole, flanked by two portions of the uplifted street. This flag is best captured and contested by infantry hiding among the rubble—driving a vehicle into this hole is not advised. As one of only two control points that produces a vehicle for each team, the Crossroad (D) is one of the most contested flags on the map. The Phoenix or Barsuk spawns on the street to the north, where it is already well-positioned to engage the cross traffic between the nearby control points. Instead of using it as a transport, consider using this vehicle to defend the flag from a distance—the RU team can benefit by parking it in the street to the west. Defenders can also keep an eye on this flag by taking up elevated positions near the Hotel (E) and firing down on opponents in the sinkhole.

E: Hotel



Unlike its neighbors, this landmark modern structure survived the earthquake relatively unscathed, having suffered only minor damage. Given its close proximity to the RU Base, the RU team is likely to capture this control point early during the match—enter through the western passage to access the lobby. The flag is positioned on the south side of the structure, on an exterior walkway just outside the lobby. There is no vehicle access to the flag, so it is up to infantry to capture and hold this position, which often leads to close-quarter duels given the flag's relatively sheltered location—PDWs and shotguns work well here. While attacks usually come from the east and south sides, defenders should also prepare for attackers approaching from the lobby, north of the flag. The lobby is easily accessed via two blue maintenance doors on the north and east sides of the structure—the blue maintenance doors can be destroyed by shooting the adjacent red gas canisters. The maintenance tunnel beyond these doors connect to the lobby, allowing for flanking attacks from within the building's interior. When not attacking or defending the flag, the upper-level walkway on the structure's northeast corner is ideal for engaging opponents near the Crossroad (D) control point to the east.

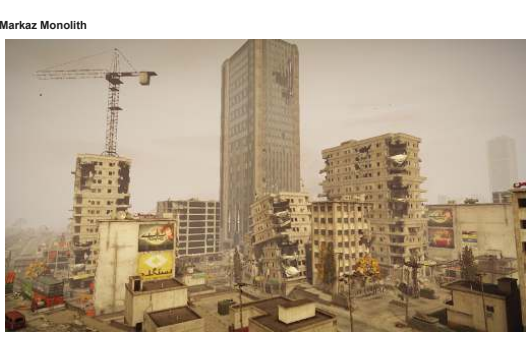
Rush

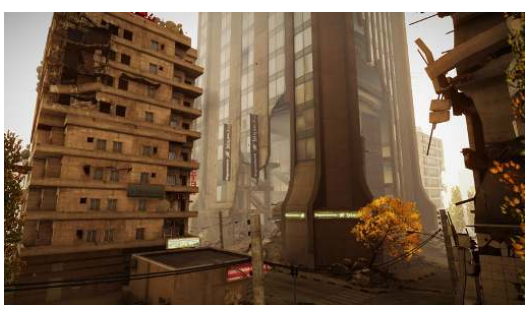


Aftermath Battlefields

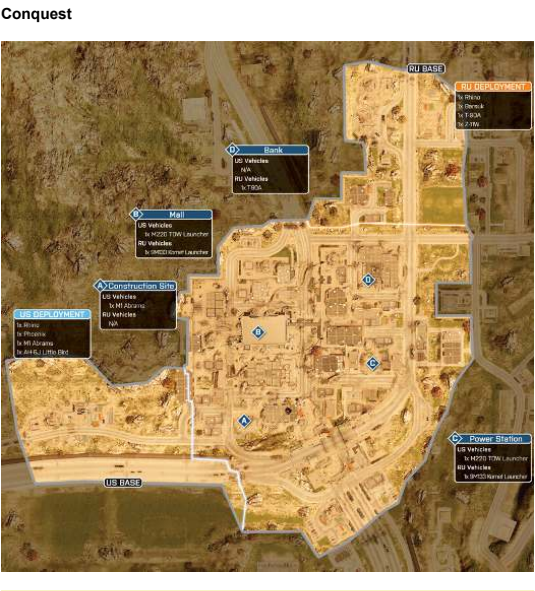
Markaz Monolith

Markaz Monolith





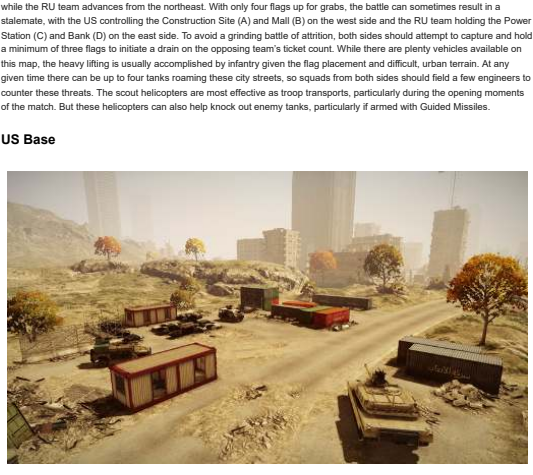
Conquest



Click here for interactive maps

This once-bustling commercial district is now the site of an intense conflict, with the US team pushing in from the southwest while the RU team advances from the northeast. With only four flags up for grabs, the battle can sometimes result in a stalemate, with the US controlling the Construction Site (A) and Mall (B) on the west side and the RU team holding the Power Station (C) and Bank (D) on the east side. To avoid a grinding battle of attrition, both sides should attempt to capture and hold a minimum of three flags to initiate a drain on the opposing team's ticket count. While there are plenty vehicles available on this map, the heavy lifting is usually accomplished by infantry given the flag placement and difficult, urban terrain. At any given time there can be up to four tanks roaming these city streets, so squads from both sides should field a few engineers to counter these threats. The scout helicopters are most effective as troop transports, particularly during the opening moments of the match. But these helicopters can also help knock out enemy tanks, particularly if armed with Guided Missiles.

US Base

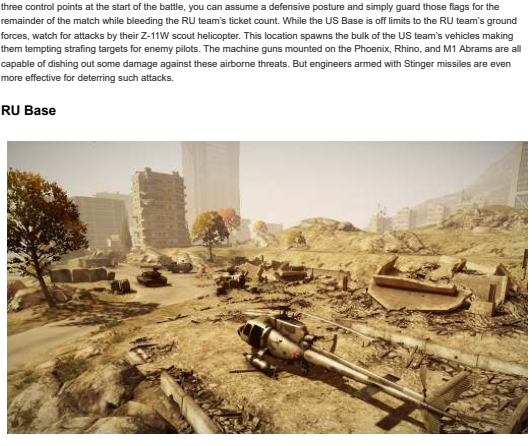


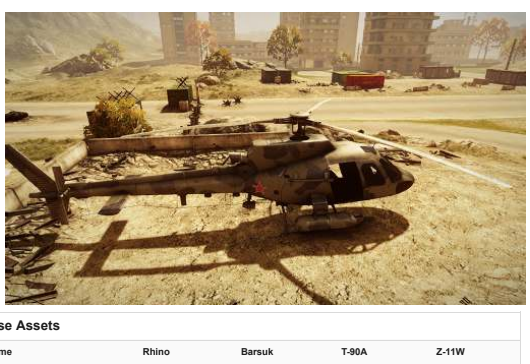
Base Assets

Name	Rhino	Phoenix	M1 Abrams	AH-6J Little Bird
Quantity	1	1	1	1
Respawn Time	20 sec.	20 sec.	40 sec.	50 sec.

The US team deploys from the southwest corner of the map, on the city's outskirts. When starting the match here, utilize every passenger seat in the four vehicles to transport troops into the city's center. Use the Rhino and Phoenix to rush the Construction Site (A) and Mall (B) while the AH-6J flies troops to the distant Power Station (C). If your team can lock down three control points at the start of the battle, you can assume a defensive posture and simply guard those flags for the remainder of the match while bleeding the RU team's ticket count. While the US Base is off limits to the RU team's ground forces, watch for attacks by their Z-11W scout helicopter. This location spawns the bulk of the US team's vehicles making them tempting strafing targets for enemy pilots. The machine guns mounted on the Phoenix, Rhino, and M1 Abrams are all capable of dishing out some damage against these airborne threats. But engineers armed with Stinger missiles are even more effective for deterring such attacks.

RU Base



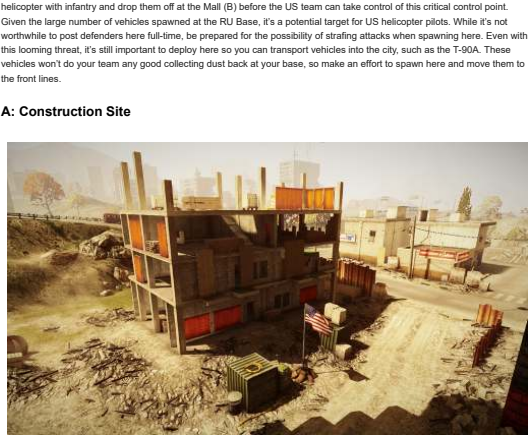


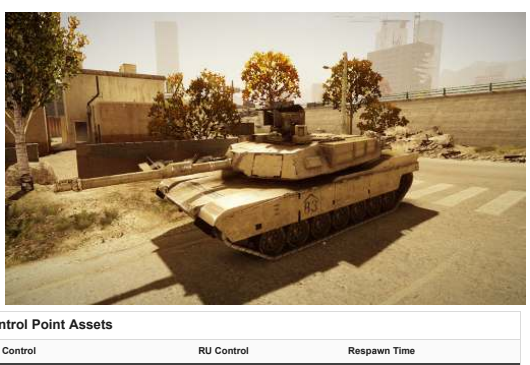
Base Assets

Name	Rhino	Barsuk	T-90A	Z-11W
Quantity	1	1	1	1
Respawn Time	20 sec.	20 sec.	40 sec.	50 sec.

The RU team's base is located in the northeast corner of the map and spawns a wide mix of vehicles that are ideal for rushing neutral control points at the start of the match. Like the US team, the RU must make the most of their vehicle occupancies to transport the team into the city. So don't race off into the city until all the seats in your vehicle are filled. The Rhino and Barsuk are perfect for moving troops to the Bank (D) and Power Station (C). Meanwhile, load the Z-11W scout helicopter with infantry and drop them off at the Mall (B) before the US team can take control of this critical control point. Given the large number of vehicles spawned at the RU Base, it's a potential target for US helicopter pilots. While it's not worthwhile to post defenders here full-time, be prepared for the possibility of strafing attacks when spawning here. Even with this looming threat, it's still important to deploy here so you can transport vehicles into the city, such as the T-90A. These vehicles won't do your team any good collecting dust back at your base, so make an effort to spawn here and move them to the front lines.

A: Construction Site



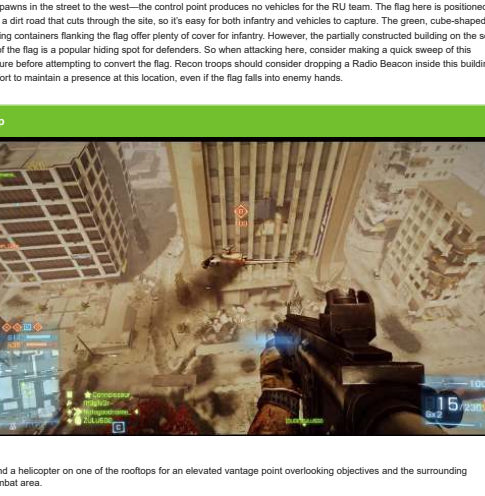


Control Point Assets

US Control	RU Control	Respawn Time
M1 Abrams (1)	—	50 sec.

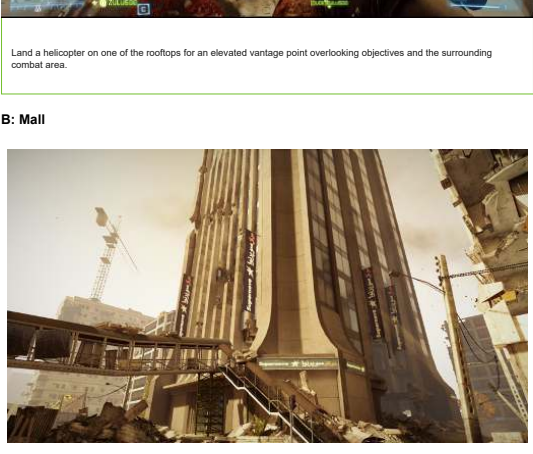
Located only a few meters from the US Base on the west side of the map, the Construction Site (A) serves as a gateway into the city for the US team. Given its close proximity to the US Base, this control point is likely to be captured and controlled by the US team throughout the battle. But the US team shouldn't take this flag for granted since it produces an extra M1 Abrams that spawns in the street to the west—the control point produces no vehicles for the RU team. The flag here is positioned along a dirt road that cuts through the site, so it's easy for both infantry and vehicles to capture. The green, cube-shaped shipping containers flanking the flag offer plenty of cover for infantry. However, the partially constructed building on the south side of the flag is a popular hiding spot for defenders. So when attacking here, consider making a quick sweep of this structure before attempting to convert the flag. Recon troops should consider dropping a Radio Beacon inside this building in an effort to maintain a presence at this location, even if the flag falls into enemy hands.

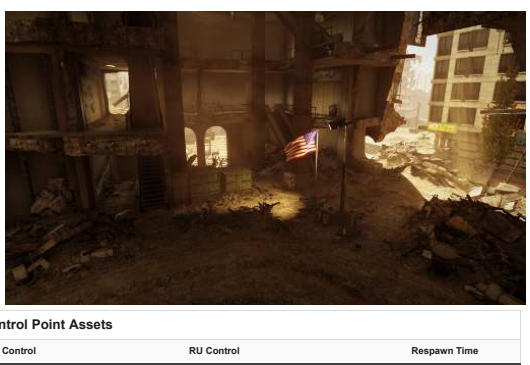
Tip



Land a helicopter on one of the rooftops for an elevated vantage point overlooking objectives and the surrounding combat area.

B: Mall





Control Point Assets

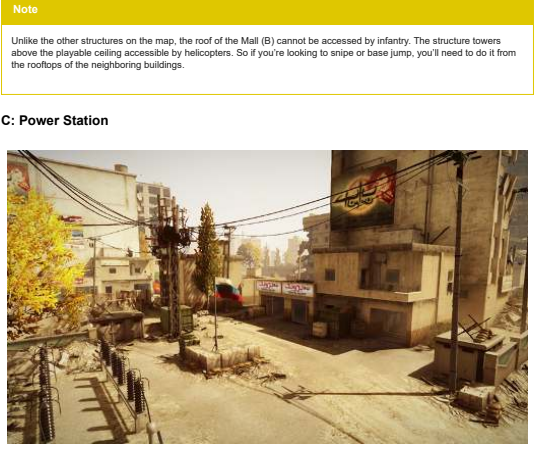
US Control	RU Control	Respawn Time
M220 TOW Launcher (1)	9M133 Kornet Launcher (1)	10 sec.

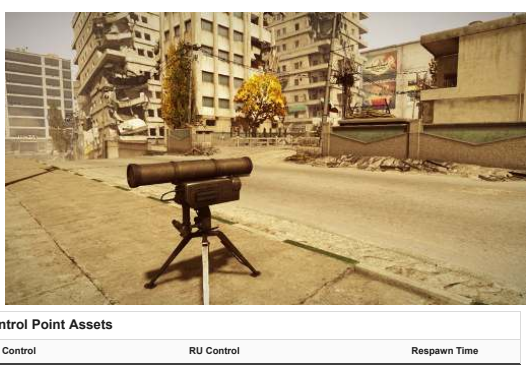
The map gets its name for this monolithic shopping mall on the city's west side. This structure dwarfs all other buildings in the neighborhood, so it's easy to spot no matter where you are on the map. Unfortunately, the earthquake has heavily damaged this source of local pride, leaving gaping holes in each of the four perimeter walls. This makes it possible to access the building's interior from any direction. A makeshift dirt road has also been carved through the center of the building and it allows vehicle access from the north and west sides. With so many entry points, the flag, located on the ground floor, is easily accessed by infantry and vehicles. The capture radius of the flag is quite large, and even allows troops on the second floor promenade to capture and contest it. The second, third, and fourth floors of the structure are accessible to infantry. But damage to these floors restricts movement to the east side. Still, these elevated perches are ideal for monitoring enemy traffic around the flag below. So when attacking here, consider approaching from the exterior sky bridge on the east side of the building. The sky bridge leads directly to the second floor, allowing you to capture the flag without stepping onto the ground floor. In this mode, the Mall (B) produces only an anti-tank launcher located on the east side.

Note

Unlike the other structures on the map, the roof of the Mall (B) cannot be accessed by infantry. The structure towers above the playable ceiling accessible by helicopters. So if you're looking to snipe or base jump, you'll need to do it from the rooftops of the neighboring buildings.

C: Power Station



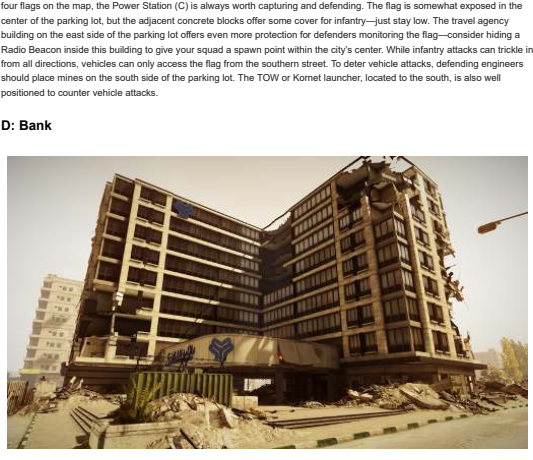


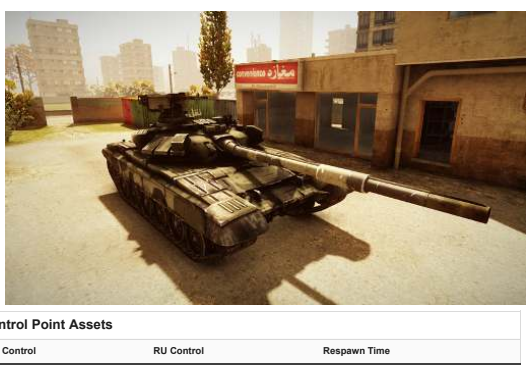
Control Point Assets

US Control	RU Control	Respawn Time
M220 TOW Launcher (1)	9M133 Kornet Launcher (1)	10 sec.

This makeshift electrical substation is located in the parking lot of an abandoned travel agency, along with the control point's flag. Only producing an anti-tank missile launcher for each team, this control point is sometimes overlooked. But with only four flags on the map, the Power Station (C) is always worth capturing and defending. The flag is somewhat exposed in the center of the parking lot, but the adjacent concrete blocks offer some cover for infantry—just stay low. The travel agency building on the east side of the parking lot offers even more protection for defenders monitoring the flag—consider hiding a Radio Beacon inside this building to give your squad a spawn point within the city's center. While infantry attacks can trickle in from all directions, vehicles can only access the flag from the southern street. To deter vehicle attacks, defending engineers should place mines on the south side of the parking lot. The TOW or Kornet launcher, located to the south, is also well positioned to counter vehicle attacks.

D: Bank



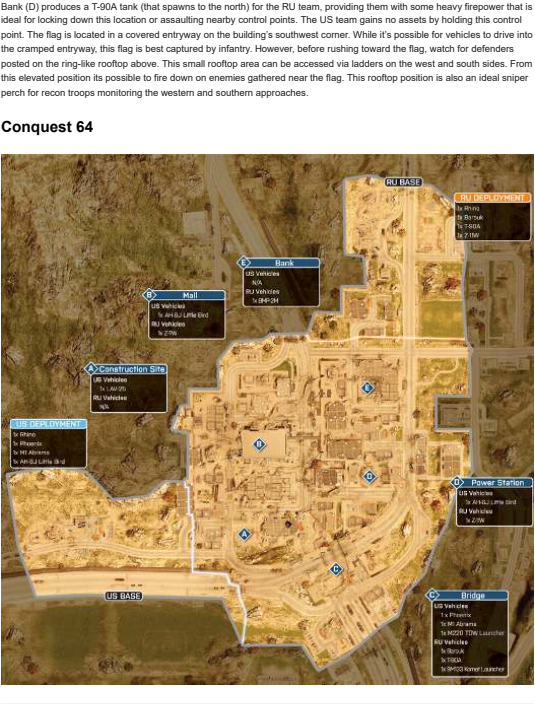


Control Point Assets

US Control	RU Control	Respawn Time
—	T-90A	50 sec.

Directly south of the RU Base, the Bank (D) is always within the RU team's reach. As a result, the RU team is likely to capture and control this flag throughout the match. But the RU team can't be complacent and leave this control point undefended. The Bank (D) produces a T-90A tank (that spawns to the north) for the RU team, providing them with some heavy firepower that is ideal for locking down this location or assaulting nearby control points. The US team gains no assets by holding this control point. The flag is located in a covered entryway on the building's southwest corner. While it's possible for vehicles to drive into the cramped entryway, this flag is best captured by infantry. However, before rushing toward the flag, watch for defenders posted on the ring-like rooftop above. This small rooftop area can be accessed via ladders on the west and south sides. From this elevated position its possible to fire down on enemies gathered near the flag. This rooftop position is also an ideal sniper perch for recon troops monitoring the western and southern approaches.

Conquest 64



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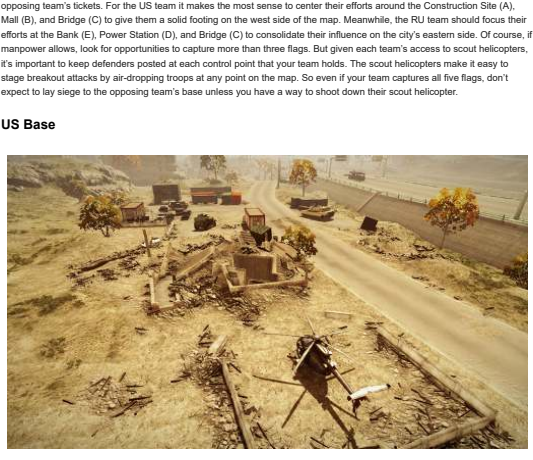
In this larger scale variant of Conquest the map expands to include the Bridge (C) control point on the southern edge. There is also a significant increase in air traffic thanks to the additional scout helicopters spawned at the Mall (B) and Power Station (D). With a total of five flags on the map, both teams should try to capture and hold at least three of them in order to drain the opposing team's tickets. For the US team it makes the most sense to center their efforts around the Construction Site (A), Mall (B), and Bridge (C) to give them a solid footing on the west side of the map. Meanwhile, the RU team should focus their efforts at the Bank (E), Power Station (D), and Bridge (C) to consolidate their influence on the city's eastern side. Of course, if manpower allows, look for opportunities to capture more than three flags. But given each team's access to scout helicopters, it's important to keep defenders posted at each control point that your team holds. The scout helicopters make it easy to stage breakout attacks by air-dropping troops at any point on the map. So even if your team captures all five flags, don't expect to lay siege to the opposing team's base unless you have a way to shoot down their scout helicopter.

US Base

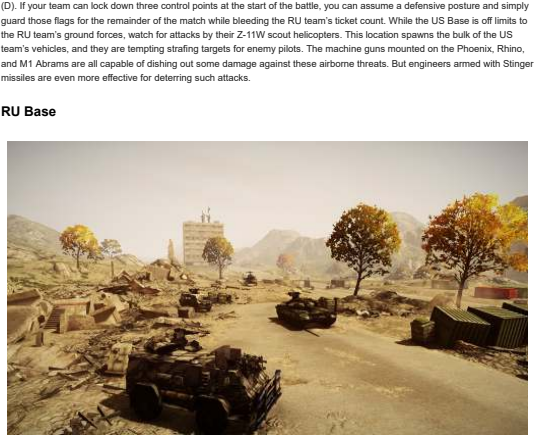


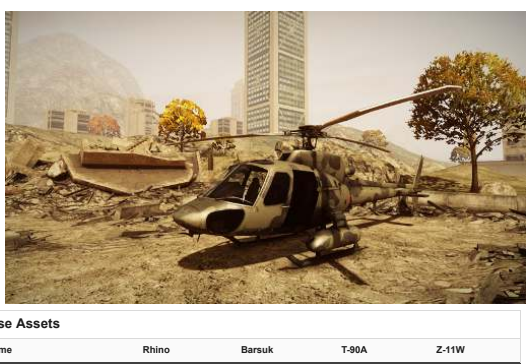
Base Assets

Name	Rhino	Phoenix	M1 Abrams	AH-6J Little Bird
Quantity	1	1	1	1
Respawn Time	20 sec.	20 sec.	40 sec.	50 sec.

As in the smaller variant, the US team deploys from the southwest corner of the map, on the city's outskirts. When starting the match here, utilize every passenger seat in the four vehicles to transport troops into the city's center. Use the Rhino and Phoenix to rush the Construction Site (A) and Mall (B) while the AH-6J flies troops to the distant Bridge (C) or Power Station (D). If your team can lock down three control points at the start of the battle, you can assume a defensive posture and simply guard those flags for the remainder of the match while bleeding the RU team's ticket count. While the US Base is off limits to the RU team's ground forces, watch for attacks by their Z-11W scout helicopters. This location spawns the bulk of the US team's vehicles, and they are tempting strafing targets for enemy pilots. The machine guns mounted on the Phoenix, Rhino, and M1 Abrams are all capable of dishing out some damage against these airborne threats. But engineers armed with Stinger missiles are even more effective for deterring such attacks.

RU Base



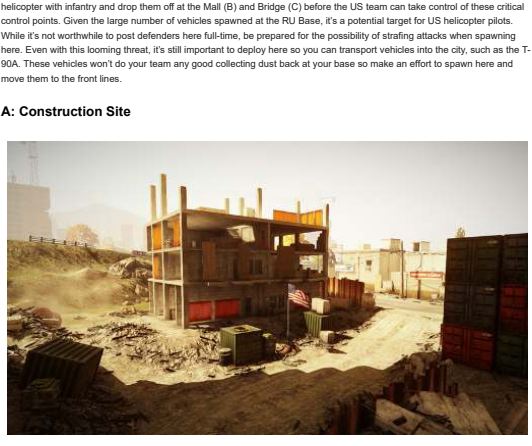


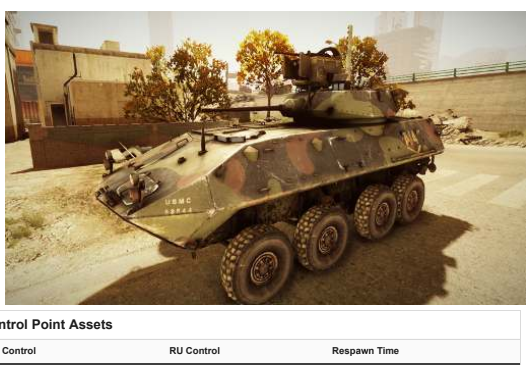
Base Assets

Name	Rhino	Barsuk	T-90A	Z-11W
Quantity	1	1	1	1
Respawn Time	20 sec.	20 sec.	40 sec.	50 sec.

The RU team's base is located in the northeast corner of the map and it spawns a wide mix of vehicles that are ideal for rushing neutral control points at the start of the match. Like the US team, the RU must make the most of their vehicle occupancies to transport the team into the city. So don't race off into the city until all the seats in your vehicle are filled. The Rhino and Barsuk are perfect for moving troops to the Bank (E) and Power Station (D). Meanwhile, load the Z-11W scout helicopter with infantry and drop them off at the Mall (B) and Bridge (C) before the US team can take control of these critical control points. Given the large number of vehicles spawned at the RU Base, it's a potential target for US helicopter pilots. While it's not worthwhile to post defenders here full-time, be prepared for the possibility of strafing attacks when spawning here. Even with this looming threat, it's still important to deploy here so you can transport vehicles into the city, such as the T-90A. These vehicles won't do your team any good collecting dust back at your base so make an effort to spawn here and move them to the front lines.

A: Construction Site



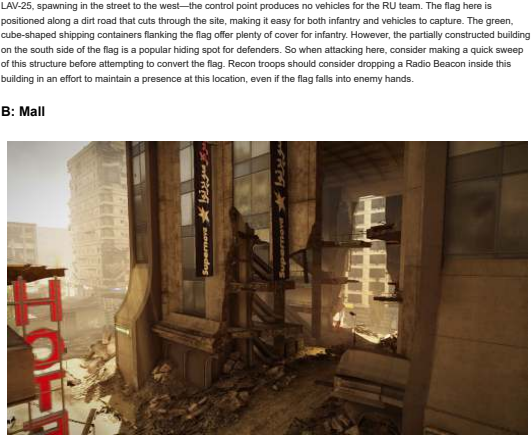


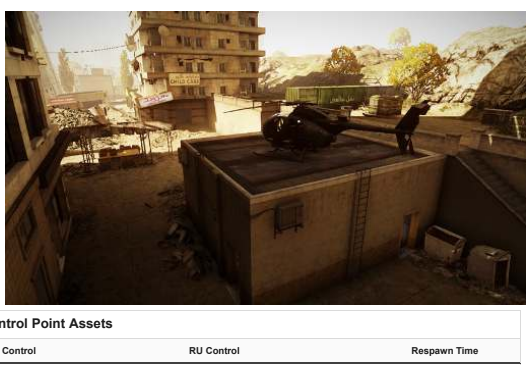
Control Point Assets

US Control	RU Control	Respawn Time
LAV-25 (1)	—	50 sec.

Located only a few meters from the US Base on the west side of the map, the Construction Site (A) serves as a gateway into the city for the US team. Given its close proximity to the US Base, this control point is likely to be captured and controlled by the US team throughout the course of the battle. But the US team shouldn't take this flag for granted since it produces an LAV-25, spawning in the street to the west—the control point produces no vehicles for the RU team. The flag here is positioned along a dirt road that cuts through the site, making it easy for both infantry and vehicles to capture. The green, cube-shaped shipping containers flanking the flag offer plenty of cover for infantry. However, the partially constructed building on the south side of the flag is a popular hiding spot for defenders. So when attacking here, consider making a quick sweep of this structure before attempting to convert the flag. Recon troops should consider dropping a Radio Beacon inside this building in an effort to maintain a presence at this location, even if the flag falls into enemy hands.

B: Mall



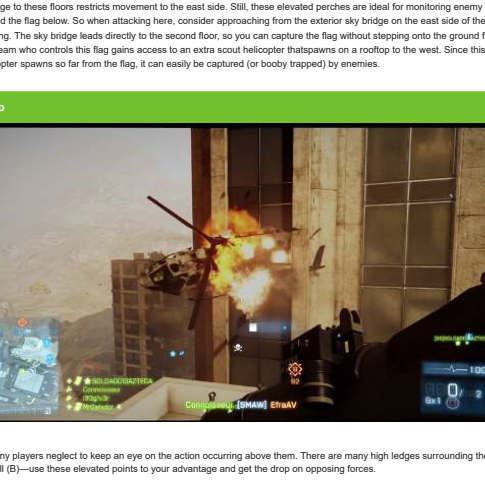


Control Point Assets

US Control	RU Control	Respawn Time
AH-6J Little Bird (1)	Z-11W (1)	60 sec.
M220 TOW Launcher (1)	9M133 Kornet Launcher (1)	10 sec.

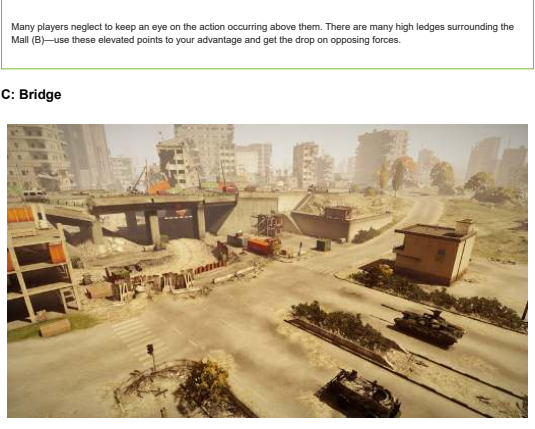
The map gets its name for this monolithic shopping mall on the city's west side. This structure dwarfs all the other buildings in the neighborhood, so it's easy to spot no matter where you are on the map. Unfortunately, the earthquake has heavily damaged this source of local pride, leaving gaping holes in each of the four perimeter walls. This makes it possible to access the building's interior from any direction. A makeshift dirt road has also been carved through the center of the building and it allows vehicle access from the north and west sides. With so many entry points, the flag, located on the ground floor, is easily accessed by infantry and vehicles. The capture radius of the flag is quite large, and even allows troops on the second floor promenade to capture and contest it. The second, third, and fourth floors of the structure are accessible to infantry. But damage to these floors restricts movement to the east side. Still, these elevated perches are ideal for monitoring enemy traffic around the flag below. So when attacking here, consider approaching from the exterior sky bridge on the east side of the building. The sky bridge leads directly to the second floor, so you can capture the flag without stepping onto the ground floor. The team who controls this flag gains access to an extra scout helicopter thatspawns on a rooftop to the west. Since this helicopter spawns so far from the flag, it can easily be captured (or booby trapped) by enemies.

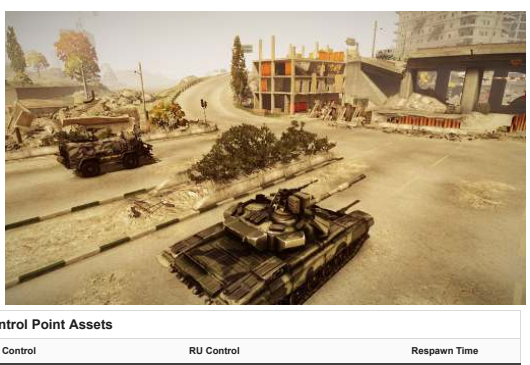
Tip



Many players neglect to keep an eye on the action occurring above them. There are many high ledges surrounding the Mall (B)—use these elevated points to your advantage and get the drop on opposing forces.

C: Bridge



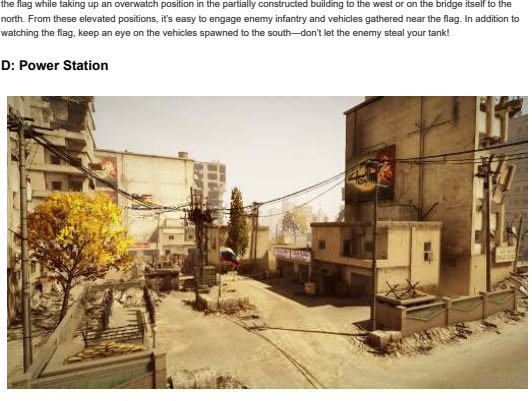


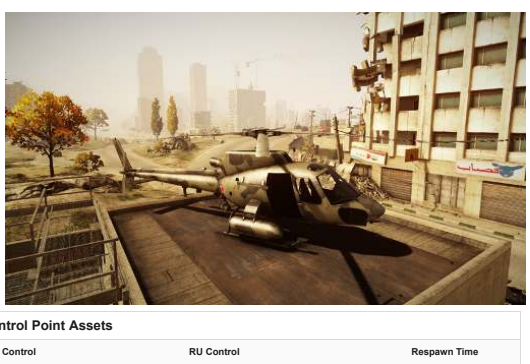
Control Point Assets

US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.
M1 Abrams (1)	T-90A (1)	50 sec.
M220 TOW Launcher (1)	9M133 Kornet Launcher (1)	10 sec.

Tucked away on the southern edge of the map, the Bridge (C) is somewhat isolated from the heavy fighting occurring in the city's center. But the lure of gaining two more vehicles, including a tank, should make capturing and holding this flag a priority for both teams. The flag and its spawned assets are located on the south side of the heavily damaged span from which the control point gets its name. There isn't much cover near the flag itself, so consider capturing this flag from within an armored vehicle such as a tank or IFV. Several streets lead to this location, but attacks from the Construction Site (A) to the west, and the Power Station (D) to the east are the most common. When defending here, deploy as an engineer and drop mines near the flag while taking up an overwatch position in the partially constructed building to the west or on the bridge itself to the north. From these elevated positions, it's easy to engage enemy infantry and vehicles gathered near the flag. In addition to watching the flag, keep an eye on the vehicles spawned to the south—don't let the enemy steal your tank!

D: Power Station



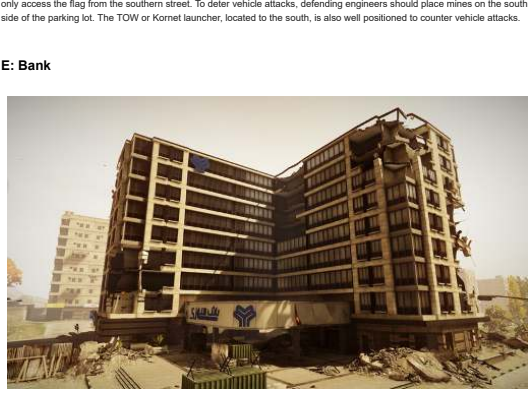


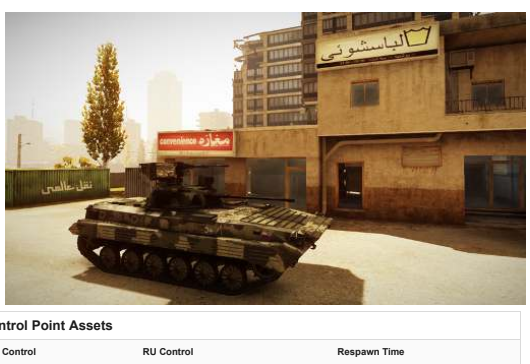
Control Point Assets

US Control	RU Control	Respawn Time
AH-6J Little Bird (1)	Z-11W (1)	60 sec.
M220 TOW Launcher (1)	9M133 Kornet Launcher (1)	10 sec.

This makeshift electrical substation is located in the parking lot of an abandoned travel agency, along with the control point's flag. Like the Mall (B), the control point produces a scout helicopter for each team, which makes it a very popular control point. But this helicopter spawns far from the flag, on a rooftop to the east. This makes the helicopter relatively easy for the opposing team to steal or sabotage, so don't let it sit idle too long. Get it into the air and help out your team by transporting troops or strafing enemy infantry and tanks. The flag here is somewhat exposed in the center of the parking lot, but the adjacent concrete blocks offer some cover for infantry—just stay low. The travel agency building on the east side of the parking lot offers even more protection for defenders monitoring the flag—consider hiding a Radio Beacon inside this building to give your squad a spawn point within the city's center. While infantry attacks can trickle in from all directions, vehicles can only access the flag from the southern street. To deter vehicle attacks, defending engineers should place mines on the south side of the parking lot. The TOW or Kornet launcher, located to the south, is also well positioned to counter vehicle attacks.

E: Bank



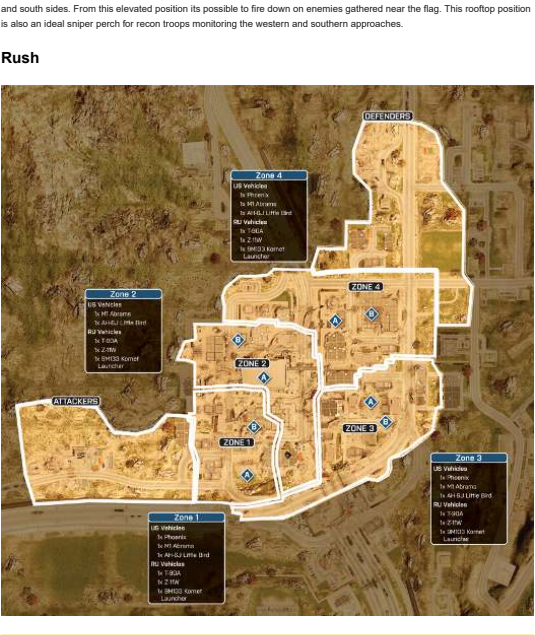


Control Point Assets

US Control	RU Control	Respawn Time
—	BMP-2M (1)	50 sec.

Located directly south of the RU Base, the Bank (E) is always within the RU team's reach. As a result, the RU team is likely to capture and control this flag throughout the match. But the RU team can't be complacent and leave this control point undefended. The Bank (E) produces a BMP-2M IFV (spawned to the north) for the RU team, providing them with some heavy firepower that is ideal for locking down this location or assaulting nearby control points—the US team gains no assets by holding this control point. The flag is located in a covered entryway on the building's southwest corner. While it's possible for vehicles to drive into the cramped entryway, this flag is best captured by infantry. However, before rushing toward the flag, watch for defenders posted on the ring-like rooftop above. This small rooftop area can be accessed via ladders on the west and south sides. From the elevated position its possible to fire down on enemies gathered near the flag. This rooftop position is also an ideal sniper perch for recon troops monitoring the western and southern approaches.

Rush



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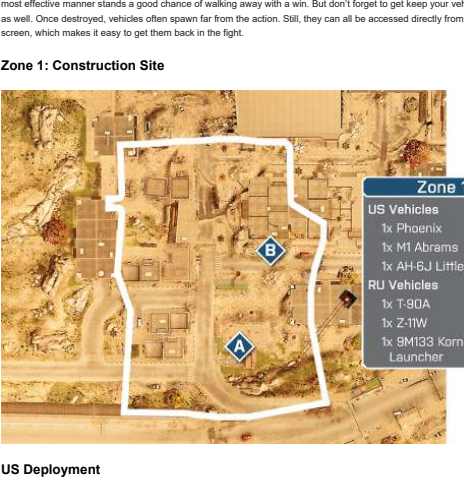
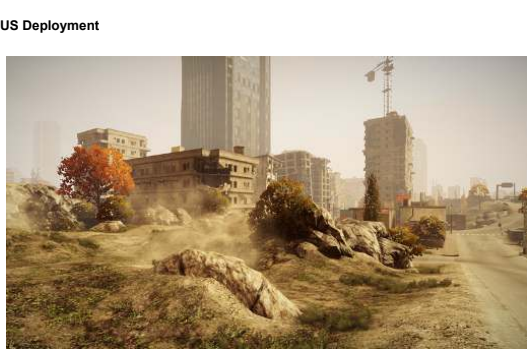
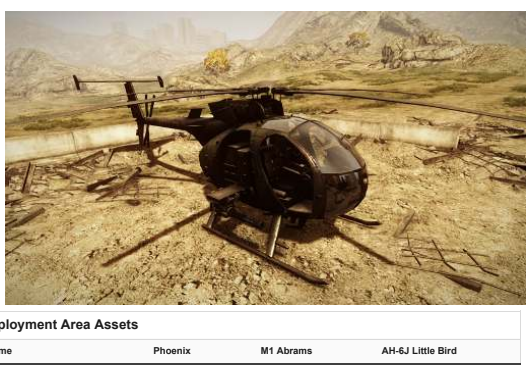
During this Rush battle, both teams have access to tanks and scout helicopters, providing an added sense of urgency and danger to each phase. The battle is spread across four zones, starting out at the Construction Site and then moving on to the Mall, Power Station, and Bank. While infantry combat dominates the fight over each objective, both sides should be prepared to counter the threats posed by the tanks and helicopters. In close matches, these vehicles often cancel each other out. But neither team can rely on their own vehicles to win each tank vs. tank or helicopter vs. helicopter duel. That's where engineers come in. In addition to repairing these critical vehicles, engineers can also dish out some serious damage through the deployment of mines and the firing of anti-tank and anti-aircraft missiles. The team that manages to field engineers in the most effective manner stands a good chance of walking away with a win. But don't forget to get keep your vehicles in the fight as well. Once destroyed, vehicles often spawn far from the action. Still, they can all be accessed directly from the spawn screen, which makes it easy to get them back in the fight.

Zone 1: Construction Site



US Deployment



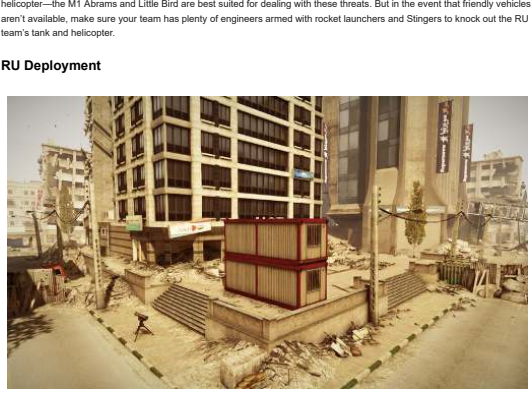


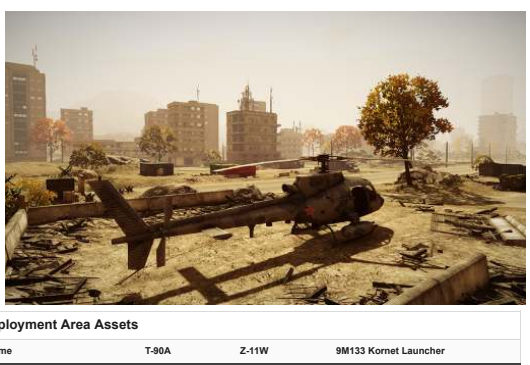
Deployment Area Assets

Name	Phoenix	M1 Abrams	AH-6J Little Bird
Quantity	1	1	1
Respawn Time	30 sec.	30 sec.	60 sec.

At the start of this Rush battle, the US team deploys from the west side of the map. There are two initial deployment areas for the team. Infantry spawn just outside the city while the vehicles spawn in the area to the west, similar to the US Base during Conquest. If you want one of the vehicles, spawn directly into it from the spawn screen instead of hiking back to the west. Since the infantry spawn close to the city, this puts them within early-round striking distance of both objectives. So if you spawn here, sprint to the east in an effort to reach the objectives before the RU team can secure them. Alternately, use the Phoenix and Little Bird to rush troops to the front lines. However, be mindful of the RU team's T-90A and Z-11W scout helicopter—the M1 Abrams and Little Bird are best suited for dealing with these threats. But in the event that friendly vehicles aren't available, make sure your team has plenty of engineers armed with rocket launchers and Stingers to knock out the RU team's tank and helicopter.

RU Deployment





Deployment Area Assets

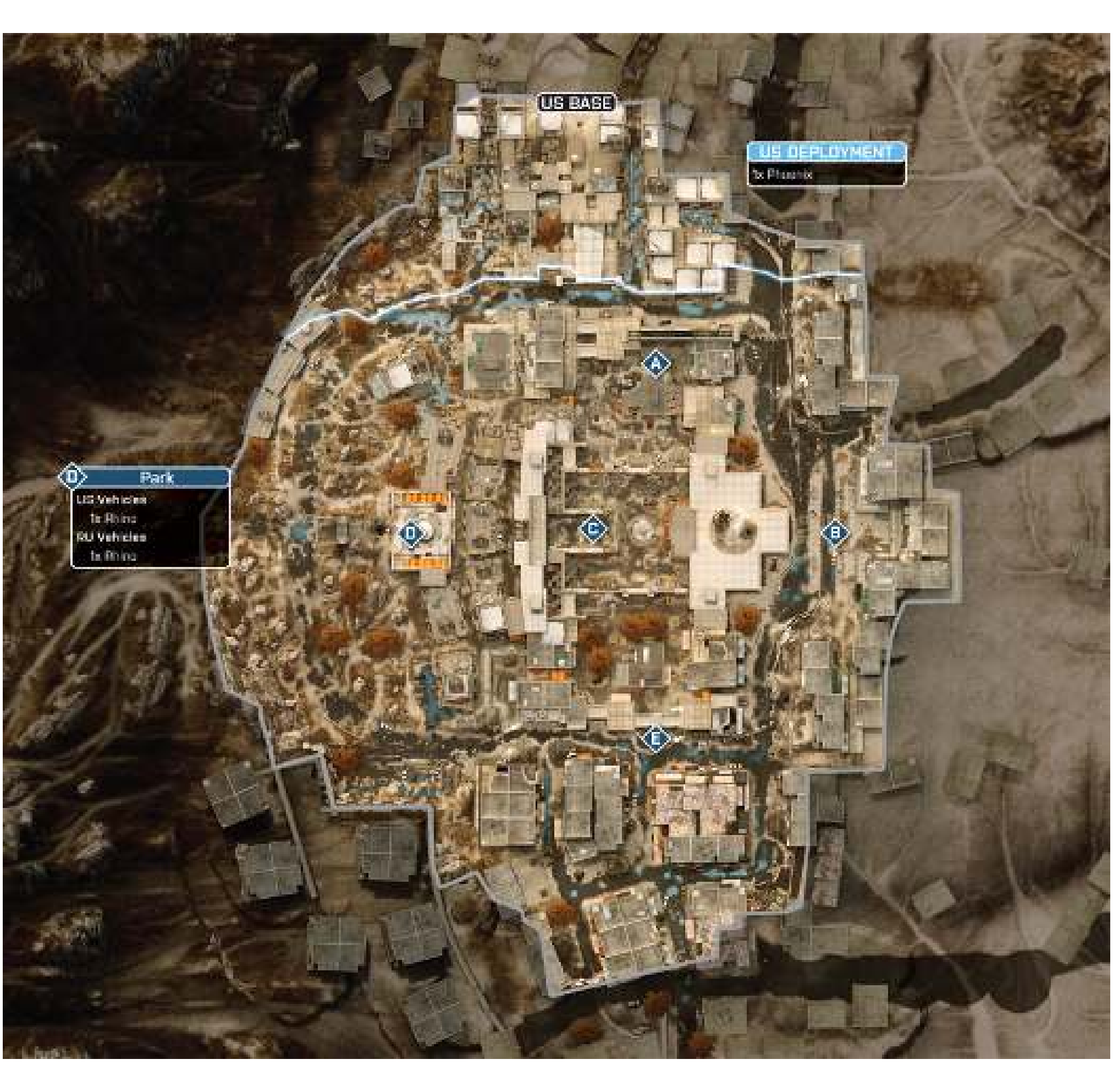
Name	T-90A	Z-11W	9M133 Kornet Launcher
Quantity	1	1	1
Respawn Time	50 sec.	60 sec.	10 sec.

The race is on at the start of this battle, and the RU team has little time to waste. Most of the RU team deploys on the east side of the map, putting them close to M-COM Station B. However, reaching M-COM Station A at the Construction Site before the US attackers arrive can be tough. Infantry spawning near the hotel should make a beeline for the Construction Site. Meanwhile, get the T-90A to the front lines, too, and deploy it along the street between the two objectives—try to position the tank so it can ambush the incoming traffic from the west. Instead of relying on the Z-11W scout helicopter to transport troops, use it to attack the US team's Little Bird, preferably with Heat Seekers. When the US air threat is eliminated, use this helicopter to support defensive efforts on the ground by strafing the M1 Abrams and Phoenix. If the RU team can survive the initial assault, the Z-11W is perfect for strafing the US team near their deployment area on the west side of the map. A good helicopter pilot can make all the difference in this fight.

M-COM Station A

Talah Market

Conquest



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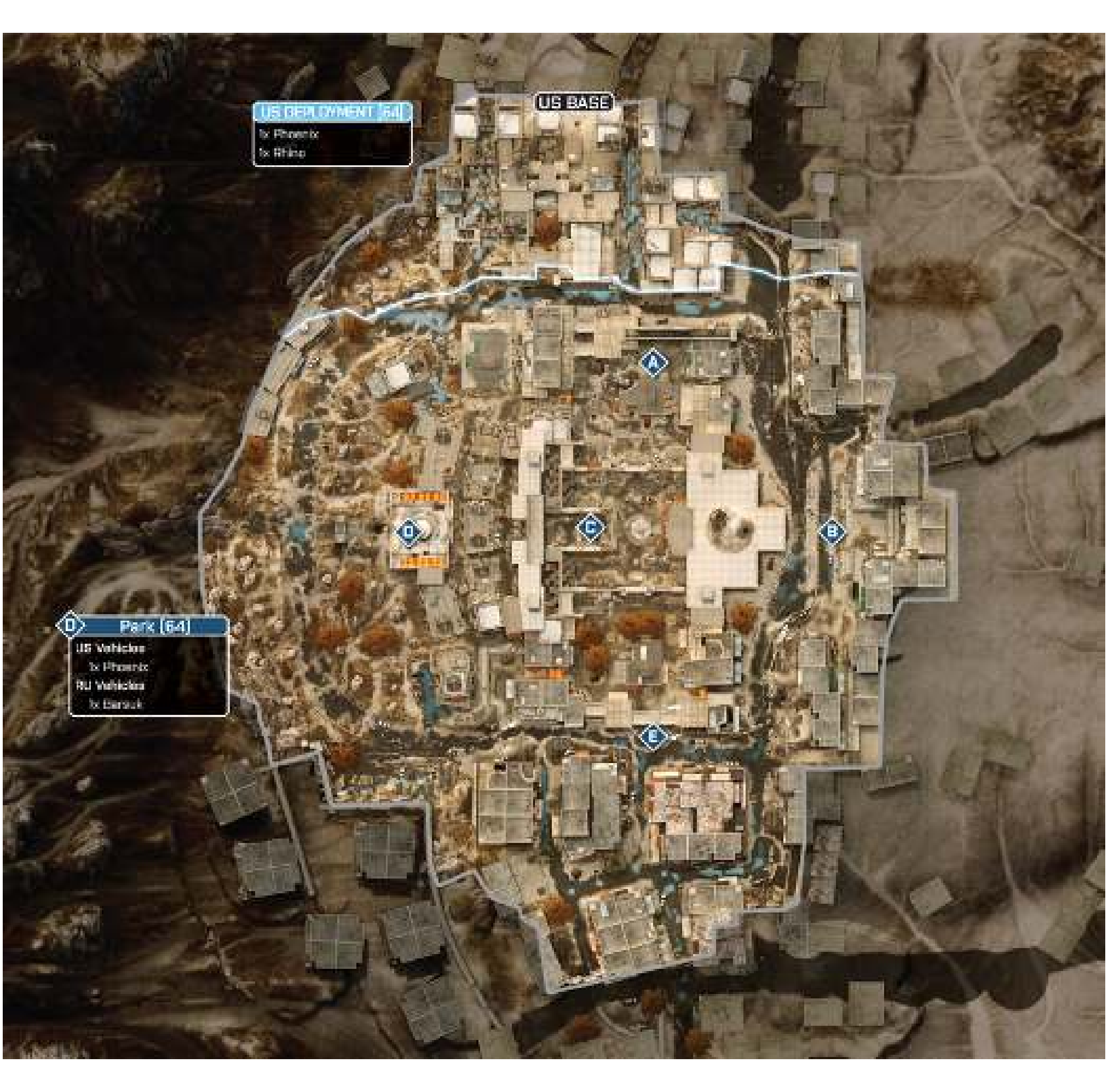
Conquest Assault



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In this Conquest Assault battle the RU team are the defenders, holding all five flags from the beginning. It's up to the US attackers to break out of their deployment area on the north side of the map and secure as many control points as possible. Since the RU team doesn't have access to a base, they can only spawn at the control points they hold. If the US manages to capture all five flags, the RU team can only spawn on surviving squad members until a flag is captured. Without flags or a living squad member to spawn on, the RU team faces certain defeat. As a result, the RU team must emphasize defense throughout the course of the battle. With five flags up for grabs, both teams should attempt to capture and defend a minimum of three flags so they can initiate a drain on the opposing team's ticket count. Since the US team starts with no flags, they begin the match with a slightly higher ticket count. But they also begin with a ticket drain that gives them even more incentive to wrestle three control points away from the RU team. Early on, the US team should make moves against the Main Street (B), Park (D), and Suburb (E) control points instead of grinding away at the nearby Courtyard (A), where the bulk of the RU team is likely to be waiting. With no way to predict which way the US team will go, the RU team needs to position squads at all five of the control points. Still, expect heavy resistance at the Courtyard (A). The RU team needs to hold three of the five flags to maintain the drain on the US team's ticket count, so consider consolidating defensive efforts around three or four flags instead of spreading your forces too thin.

Note

There are two size variants of this game mode, depending on the player count allowed by the server/platform. But both the Conquest Assault and Conquest Assault 64 variants utilize identical control point layouts. The only difference are the vehicles deployed at the US Base and the Park (D) control point. These differences are shown on the map as well as within the asset tables for each location.

US Base

Base Assets

Name	Phoenix	Rhino*
Quantity	1	1
Respawn Time	20 sec.	30 sec.

* = Conquest Assault 64 only

During both Conquest Assault variants, the US team deploys among the narrow streets and alleys on the north edge of the map. The US attackers always have access to a Phoenix here as well as a Rhino in the larger Conquest Assault 64 variant. Vehicles are ideal for rushing the control points on the map's perimeter, such as the Main Street (B), Park (D), and Suburb (E). In addition to transporting troops, the weapons mounted on these vehicles can also come in handy for softening defenses at each control point—keep your distance from enemy infantry and engage at long range. Only a small number of troops can fit in the vehicles that spawn here, so that means the bulk of the US team is stuck moving out on foot. Early during the round, the bulk of the team should make an aggressive push toward the nearby Courtyard (A) control point to the south. But if the defenders won't give up this nearby control point, remain flexible and look for other capture opportunities by moving along the western or eastern edges of the map. With five flags to defend, the RU team is likely to neglect at least one.

Caution

In Conquest Assault, the RU defenders do not have a base. Instead, they must maintain spawn points by defending the control points. If they lose control of all five flags, they run the risk of losing the battle since they have nowhere to spawn.

A: Courtyard

The Courtyard (A) is the frontline at the start of each match because of its close proximity to the US Base. Within the first few seconds of the match, large numbers of US troops rush to this position from the north in an attempt to secure the team's first control point. As a result, the RU team should be ready for a massive assault on this position. Early on, most US attackers approach from the large, dual archways directly north of the flag. By taking up flanking positions along the street on the north side of the archways, defenders can intercept the attackers before they can reach the flag—this is a great way to trap the US team at their base. The small garage-like building just south of the flag is another good defensive position. When direct assaults are not successful here, the US team should consider flanking this flag from the alleys to the east or west. While most of the action occurs at this position early during the round, it's important for the RU team to spread their defensive efforts among the other flags as well—don't expect the US team to grind against this control point forever.

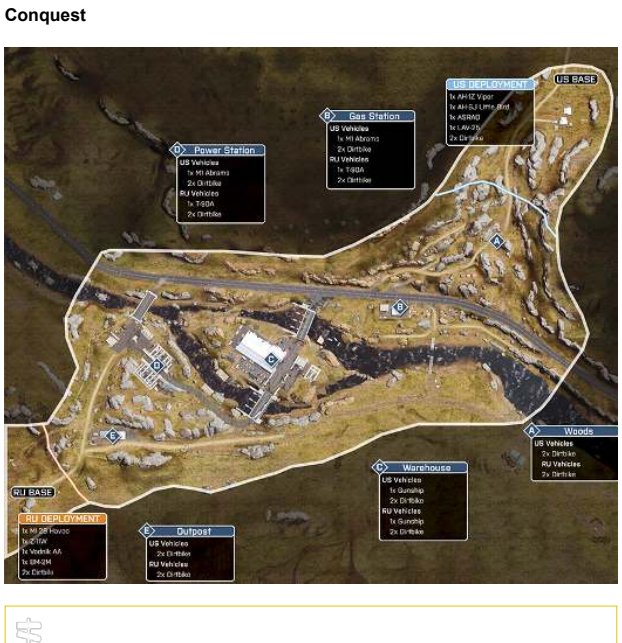
B: Main Street

PRIMA GAMES

End Game Battlefields

Operation Riverside

Conquest



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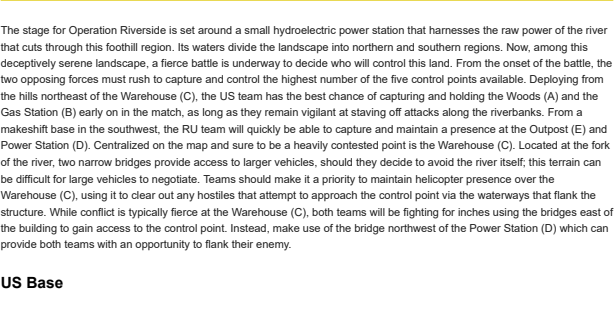
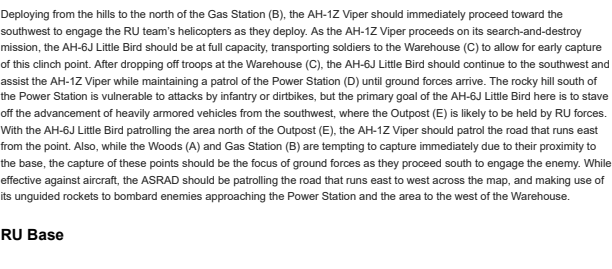
The stage for Operation Riverside is set around a small hydroelectric power station that harnesses the raw power of the river that cuts through this foothill region. Its waters divide the landscape into northern and southern regions. Now, among this deceptively serene landscape, a fierce battle is underway to decide who will control this land. From the onset of the battle, the two opposing forces must rush to capture and control the highest number of the five control points available. Deploying from the hills northeast of the Warehouse (C), the US team has the best chance of capturing and holding the Woods (A) and the Gas Station (B) early on in the match, as long as they remain vigilant at staving off attacks along the riverbanks. From a makeshift base in the southwest, the RU team will quickly be able to capture and maintain a presence at the Outpost (E) and Power Station (D). Centralized on the map and sure to be a heavily contested point is the Warehouse (C). Located at the fork of the river, two narrow bridges provide access to larger vehicles, should they decide to avoid the river itself; this terrain can be difficult for large vehicles to negotiate. Teams should make it a priority to maintain helicopter presence over the Warehouse (C), using it to clear out any hostiles that attempt to approach the control point via the waterways that flank the structure. While conflict is typically fierce at the Warehouse (C), both teams will be fighting for inches using the bridges east of the building to gain access to the control point. Instead, make use of the bridge northwest of the Power Station (D) which can provide both teams with an opportunity to flank their enemy.

US Base



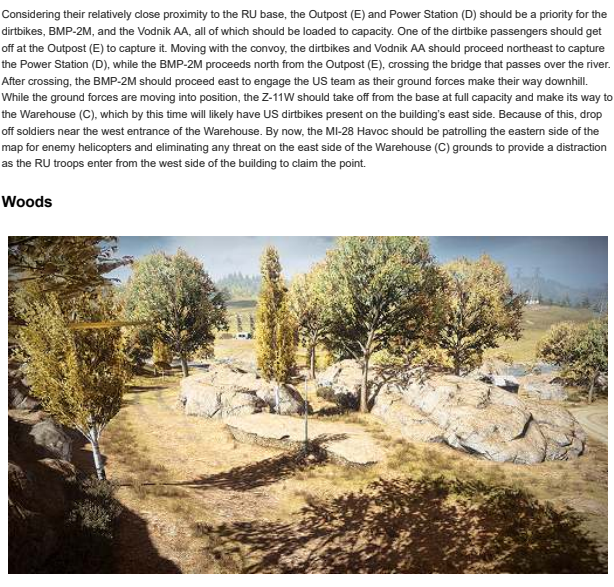
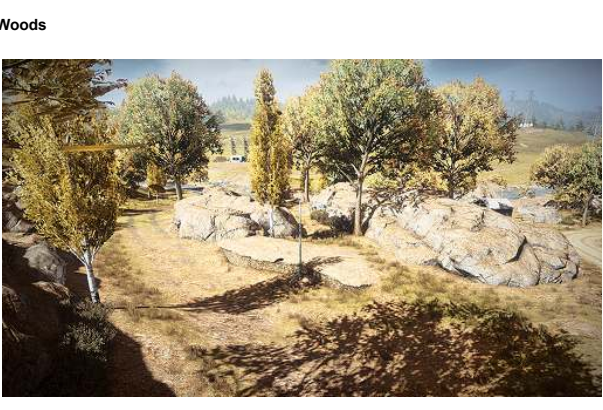
Deploying from the hills to the north of the Gas Station (B), the AH-1Z Viper should immediately proceed toward the southwest to engage the RU team's helicopters as they deploy. As the AH-1Z Viper proceeds on its search-and-destroy mission, the AH-6J Little Bird should be at full capacity, transporting soldiers to the Warehouse (C) to allow for early capture of the clinch point. After dropping off troops at the Warehouse (C), the AH-6J Little Bird should continue to the southwest and assist the AH-1Z Viper while maintaining a patrol of the Power Station (D) until ground forces arrive. The rocky hill south of the Power Station is vulnerable to attacks by infantry or dirtbikes, but the primary goal of the AH-6J Little Bird here is to stave off the advancement of heavily armored vehicles from the southwest, where the Outpost (E) is likely to be held by RU forces. With the AH-6J Little Bird patrolling the area north of the Outpost (E), the AH-1Z Viper should patrol the road that runs east from the point. Also, while the Woods (A) and Gas Station (B) are tempting to capture immediately due to their proximity to the base, the capture of these points should be the focus of ground forces as they proceed south to engage the enemy. While effective against aircraft, the ASRAD should be patrolling the road that runs east to west across the map, and making use of its unguided rockets to bombard enemies approaching the Power Station and the area to the west of the Warehouse.

RU Base



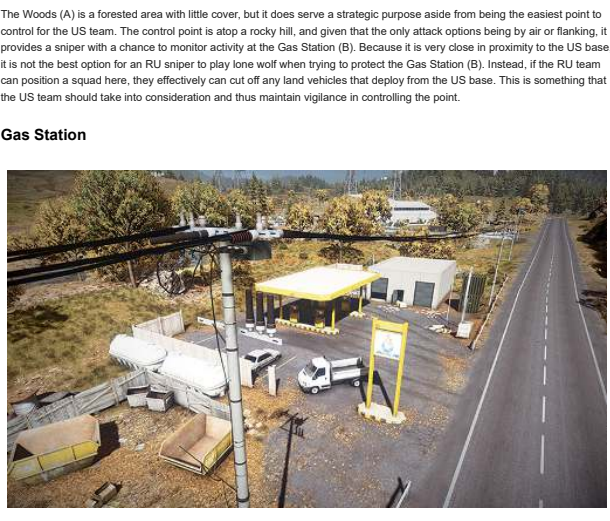
Considering their relatively close proximity to the RU base, the Outpost (E) and Power Station (D) should be a priority for the dirtbikes, BMP-2M, and the Vodnik AA, all of which should be loaded to capacity. One of the dirtbike passengers should get off at the Outpost (E) to capture it. Moving with the convoy, the dirtbikes and Vodnik AA should proceed northeast to capture the Power Station (D), while the BMP-2M proceeds north from the Outpost (E), crossing the bridge that passes over the river. After crossing, the BMP-2M should proceed east to engage the US team as their ground forces make their way downhill. While the ground forces are moving into position, the Z-11W should take off from the base at full capacity and make its way to the Warehouse (C), which by this time will likely have US dirtbikes present on the building's east side. Because of this, drop off soldiers near the west entrance of the Warehouse. By now, the Mi-28 Havoc should be patrolling the eastern side of the map for enemy helicopters and eliminating any threat on the east side of the Warehouse (C) grounds to provide a distraction as the RU troops enter from the west side of the building to claim the point.

Woods

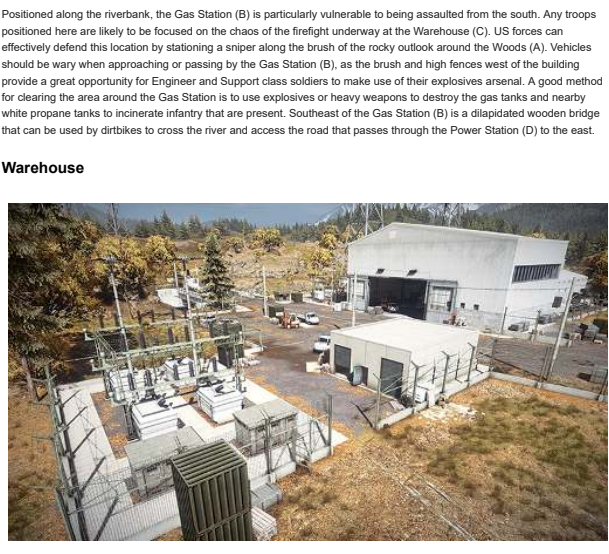
The Woods (A) is a forested area with little cover, but it does serve a strategic purpose aside from being the easiest point to control for the US team. The control point is atop a rocky hill, and given that the only attack options being by air or flanking, it provides a sniper with a chance to monitor activity at the Gas Station (B). Because it is very close in proximity to the US base, it is not the best option for an RU sniper to play lone wolf when trying to protect the Gas Station (B). Instead, if the RU team can position a squad here, they effectively can cut off any land vehicles that deploy from the US base. This is something that the US team should take into consideration and thus maintain vigilance in controlling the point.

Gas Station



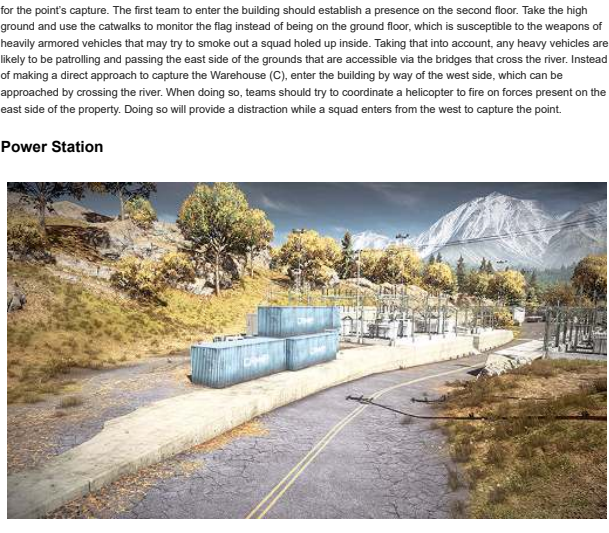
Positioned along the riverbank, the Gas Station (B) is particularly vulnerable to being assaulted from the south. Any troops positioned here are likely to be focused on the chaos of the firefight underway at the Warehouse (C). US forces can effectively defend this location by stationing a sniper along the brush of the rocky outlook around the Woods (A). Vehicles should be wary when approaching or passing by the Gas Station (B), as the brush and high fences west of the building provide a great opportunity for Engineer and Support class soldiers to make use of their explosive arsenal. A good method for clearing the area around the Gas Station is to use explosives or heavy weapons to destroy the gas tanks and nearby white propane tanks to incinerate infantry that are present. Southeast of the Gas Station (B) is a dilapidated wooden bridge that can be used by dirtbikes to cross the river and access the road that passes through the Power Station (D) to the east.

Warehouse



Easily the most contested point on the map, the Warehouse (C) is approachable from all angles. Despite its accessibility, the flag is housed inside the garage on the east side of the building, which means that infantry are most likely to be responsible for the point's capture. The first team to enter the building should establish a presence on the second floor. Take the high ground and use the catwalks to monitor the flag instead of being on the ground floor, which is susceptible to the weapons of heavily armored vehicles that may try to smoke out a squad holed up inside. Taking that into account, any heavy vehicles are likely to be patrolling and passing the east side of the grounds that are accessible via the bridges that cross the river. Instead of making a direct approach to capture the Warehouse (C), enter the building by way of the west side, which can be approached by crossing the river. When doing so, teams should try to coordinate a helicopter to fire on forces present on the east side of the property. Doing so will provide a distraction while a squad enters from the west to capture the point.

Power Station

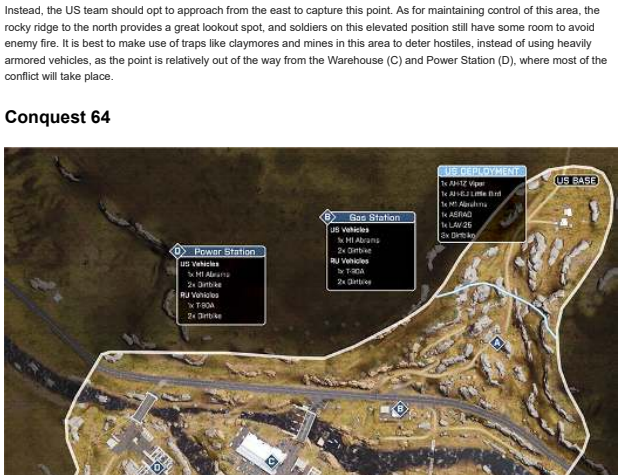


Likely to be controlled by the RU team due to its close proximity to their base, the Power Station (D) can provide a clinch point for US forces looking to hold the Warehouse (C). One caveat to this point is that while the road that passes between the Power Station (D) can be travelled by tanks and other heavy vehicles, the concrete walls that flank it make turning difficult, leaving the rear of the vehicle exposed and vulnerable to C4 attack. For the team defending this point, they should be setting mines at each end of the Power Station (D), forcing larger vehicles to stop and leaving them vulnerable to attack. To the southeast of the control point are some blue shipping containers stacked atop one another. These containers provide good cover to initiate an ambush on forces entering the area.

Outpost

The Outpost (E) is similar in strategic significance to the Woods (A). More than likely, this point will be controlled by the RU team throughout the course of a match. From here, the road heading east can be used to flank US forces by following it across the river and bombarding US forces as they deploy from the north. Now, for the US team looking to take control of this point, coming from the road that runs north from the Outpost (E) is sure to be met with heavy resistance without air support. Instead, the US team should opt to approach from the east to capture this point. As for maintaining control of this area, the rocky ridge to the north provides a great lookout spot, and soldiers on this elevated position still have some room to avoid enemy fire. It is best to make use of traps like claymores and mines in this area to deter hostiles, instead of using heavily armored vehicles, as the point is relatively out of the way from the Warehouse (C) and Power Station (D), where most of the conflict will take place.

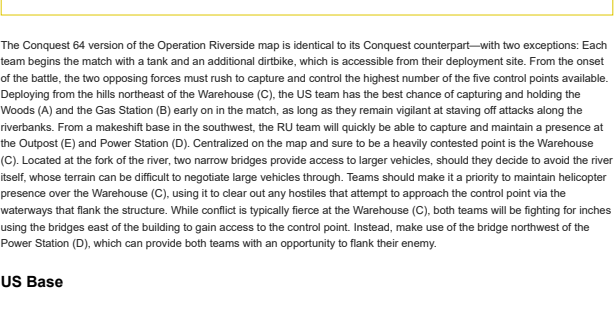
Conquest 64



Click here for interactive maps

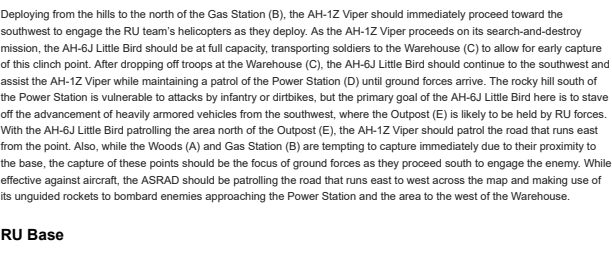
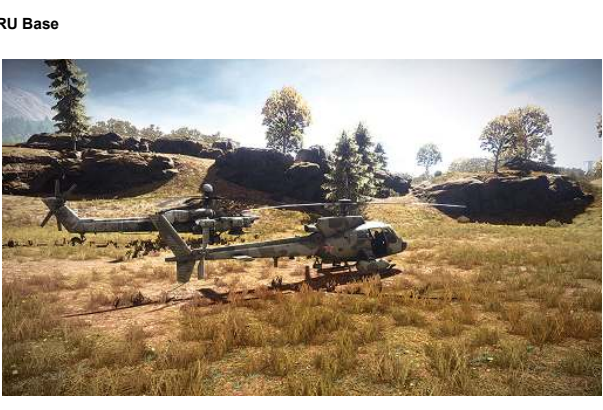
The Conquest 64 version of the Operation Riverside map is identical to its Conquest counterpart—with two exceptions: Each team begins the match with a tank and an additional dirtbike, which is accessible from their deployment site. From the onset of the battle, the two opposing forces must rush to capture and control the highest number of the five control points available. Deploying from the hills northeast of the Warehouse (C), the US team has the best chance of capturing and holding the Woods (A) and the Gas Station (B) early on in the match, as long as they remain vigilant at staving off attacks along the riverbanks. From a makeshift base in the southwest, the RU team will quickly be able to capture and maintain a presence at the Outpost (E) and Power Station (D). Centralized on the map and sure to be a heavily contested point is the Warehouse (C). Located at the fork of the river, two narrow bridges provide access to larger vehicles, should they decide to avoid the river itself; this terrain can be difficult to negotiate large vehicles through. Teams should make it a priority to maintain helicopter presence over the Warehouse (C), using it to clear out any hostiles that attempt to approach the control point via the waterways that flank the structure. While conflict is typically fierce at the Warehouse (C), both teams will be fighting for inches using the bridges east of the building to gain access to the control point. Instead, make use of the bridge northwest of the Power Station (D), which can provide both teams with an opportunity to flank their enemy.

US Base



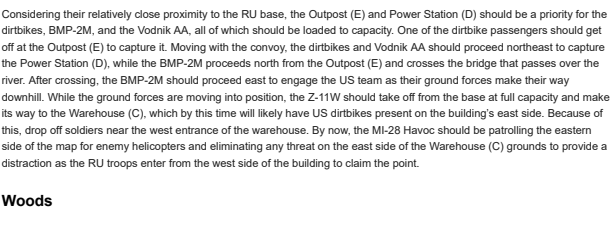
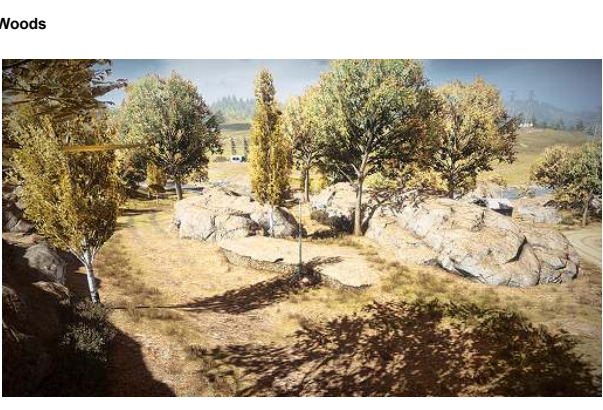
Deploying from the hills to the north of the Gas Station (B), the AH-1Z Viper should immediately proceed toward the southwest to engage the RU team's helicopters as they deploy. As the AH-1Z Viper proceeds on its search-and-destroy mission, the AH-6J Little Bird should be at full capacity, transporting soldiers to the Warehouse (C) to allow for early capture of the clinch point. After dropping off troops at the Warehouse (C), the AH-6J Little Bird should continue to the southwest and assist the AH-1Z Viper while maintaining a patrol of the Power Station (D) until ground forces arrive. The rocky hill south of the Power Station is vulnerable to attacks by infantry or dirtbikes, but the primary goal of the AH-6J Little Bird here is to stave off the advancement of heavily armored vehicles from the southwest, where the Outpost (E) is likely to be held by RU forces. With the AH-6J Little Bird patrolling the area north of the Outpost (E), the AH-1Z Viper should patrol the road that runs east from the point. Also, while the Woods (A) and Gas Station (B) are tempting to capture immediately due to their proximity to the base, the capture of these points should be the focus of ground forces as they proceed south to engage the enemy. While effective against aircraft, the ASRAD should be patrolling the road that runs east to west across the map, and making use of its unguided rockets to bombard enemies approaching the Power Station and the area to the west of the Warehouse.

RU Base

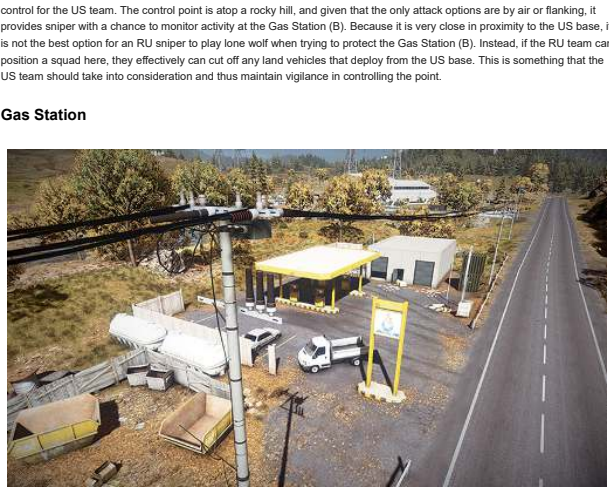
Considering their relatively close proximity to the RU base, the Outpost (E) and Power Station (D) should be a priority for the dirtbikes, BMP-2M, and the Vodnik AA, all of which should be loaded to capacity. One of the dirtbike passengers should get off at the Outpost (E) to capture it. Moving with the convoy, the dirtbikes and Vodnik AA should proceed northeast to capture the Power Station (D), while the BMP-2M proceeds north from the Outpost (E) and crosses the bridge that passes over the river. After crossing, the BMP-2M should proceed east to engage the US team as their ground forces make their way downhill. While the ground forces are moving into position, the Z-11W should take off from the base at full capacity and make its way to the Warehouse (C), which by this time will likely have US dirtbikes present on the building's east side. Because of this, drop off soldiers near the west entrance of the warehouse. By now, the Mi-28 Havoc should be patrolling the eastern side of the map for enemy helicopters and eliminating any threat on the east side of the Warehouse (C) grounds to provide a distraction as the RU troops enter from the west side of the building to claim the point.

Woods

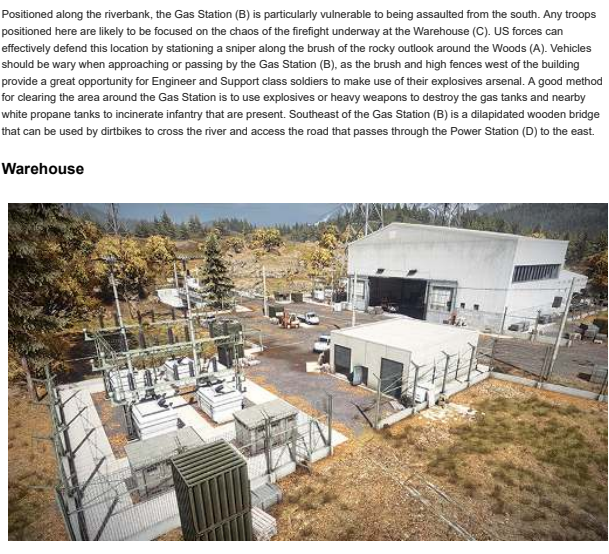
The Woods (A) is a forested area with little cover, but it does serve a strategic purpose aside from being the easiest point to control for the US team. The control point is atop a rocky hill, and given that the only attack options are by air or flanking, it provides a sniper with a chance to monitor activity at the Gas Station (B). Because it is very close in proximity to the US base, it is not the best option for an RU sniper to play lone wolf when trying to protect the Gas Station (B). Instead, if the RU team can position a squad here, they effectively can cut off any land vehicles that deploy from the US base. This is something that the US team should take into consideration and thus maintain vigilance in controlling the point.

Gas Station



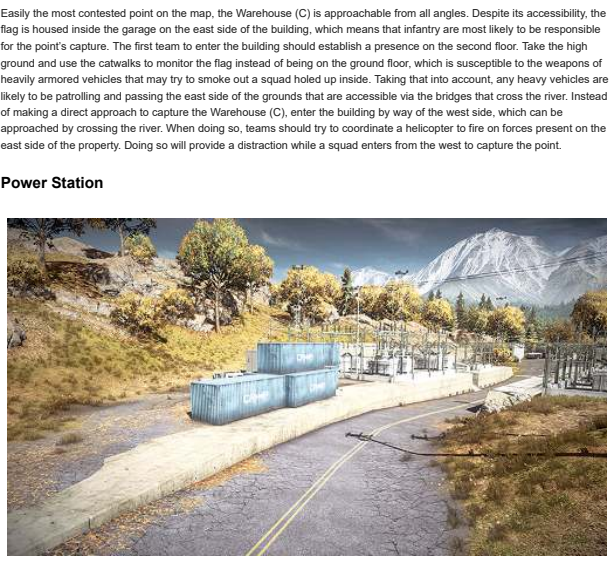
Positioned along the riverbank, the Gas Station (B) is particularly vulnerable to being assaulted from the south. Any troops positioned here are likely to be focused on the chaos of the firefight underway at the Warehouse (C). US forces can effectively defend this location by stationing a sniper along the brush of the rocky outlook around the Woods (A). Vehicles should be wary when approaching or passing by the Gas Station (B), as the brush and high fences west of the building provide a great opportunity for Engineer and Support class soldiers to make use of their explosive arsenal. A good method for clearing the area around the Gas Station is to use explosives or heavy weapons to destroy the gas tanks and nearby white propane tanks to incinerate infantry that are present. Southeast of the Gas Station (B) is a dilapidated wooden bridge that can be used by dirtbikes to cross the river and access the road that passes through the Power Station (D) to the east.

Warehouse



Easily the most contested point on the map, the Warehouse (C) is approachable from all angles. Despite its accessibility, the flag is housed inside the garage on the east side of the building, which means that infantry are most likely to be responsible for the point's capture. The first team to enter the building should establish a presence on the second floor. Take the high ground and use the catwalks to monitor the flag instead of being on the ground floor, which is susceptible to the weapons of heavily armored vehicles that may try to smoke out a squad holed up inside. Taking that into account, any heavy vehicles are likely to be patrolling and passing the east side of the grounds that are accessible via the bridges that cross the river. Instead of making a direct approach to capture the Warehouse (C), enter the building by way of the west side, which can be approached by crossing the river. When doing so, teams should try to coordinate a helicopter to fire on forces present on the east side of the property. Doing so will provide a distraction while a squad enters from the west to capture the point.

Power Station

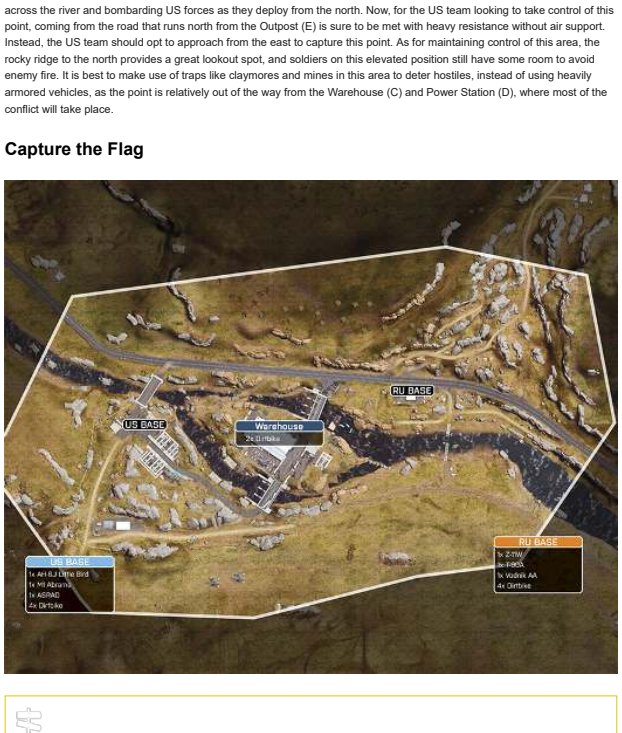


Likely to be controlled by the RU team due to its close proximity to their base, the Power Station (D) can provide a clinch point for US forces looking to hold the Warehouse (C). One caveat to this point is that while the road that passes between the Power Station (D) can be travelled by tanks and other heavy vehicles, the concrete walls that flank it make turning difficult, leaving the rear of the vehicle exposed and vulnerable to C4 attack. For the team defending this point, they should be setting mines at each end of the Power Station (D), forcing larger vehicles to stop and leaving them vulnerable to attack. To the southeast of the control point are some blue shipping containers stacked atop one another. These containers provide good cover to initiate an ambush on forces entering the area.

Outpost

The Outpost (E) is similar in strategic significance to the Woods (A). More than likely, this point will be controlled by the RU team throughout the course of a match. From here, the road heading east can be used to flank US forces by following it across the river and bombarding US forces as they deploy from the north. Now, for the US team looking to take control of this point, coming from the road that runs north from the Outpost (E) is sure to be met with heavy resistance without air support. Instead, the US team should opt to approach from the east to capture this point. As for maintaining control of this area, the rocky ridge to the north provides a great lookout spot, and soldiers on this elevated position still have some room to avoid enemy fire. It is best to make use of traps like claymores and mines in this area to deter hostiles, instead of using heavily armored vehicles, as the point is relatively out of the way from the Warehouse (C) and Power Station (D), where most of the conflict will take place.

Capture the Flag



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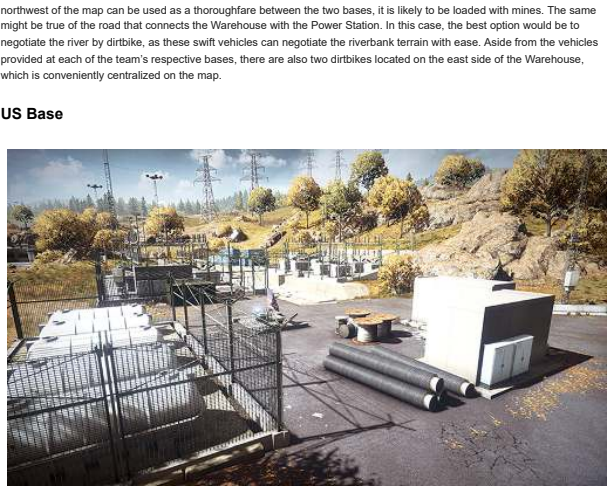
During Capture the Flag on Operation Riverside, the map nearly resembles its Conquest counterpart. The only exception is that the US team deploys from the Outpost, with their flag being to the north of the Outpost, due west of the Power Station. The RU team, on the other hand, deploys near the Woods and their flag is located slightly south, at the Gas Station. This map offers plenty of opportunities to flank the enemy and effectively get the drop on them. Instead of an entire team capturing their enemy's flag through brute force and speed, a squad and an anti-aircraft vehicle—preferably the ASRAD or Vodnik AA—should remain at their respective flags to stave off any threat posed by the opposing team's helicopter. While the bridge to the northwest of the map can be used as a thoroughfare between the two bases, it is likely to be loaded with mines. The same might be true of the road that connects the Warehouse with the Power Station. In this case, the best option would be to negotiate the river by dirtbike, as these swift vehicles can negotiate the riverbank terrain with ease. Aside from the vehicles provided at each of the team's respective bases, there are also two dirtbikes located on the east side of the Warehouse, which is conveniently centralized on the map.

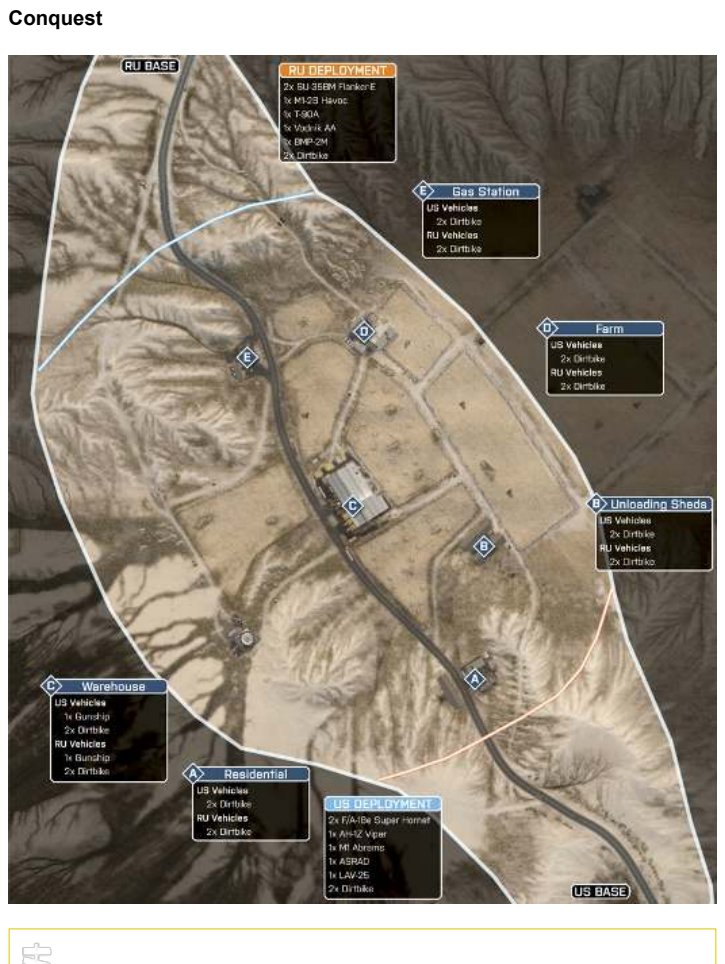
US Base



End Game Battlefields

Nebandan Flats

Conquest



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The Nebandan Flats are dusty windswept plains that have recently peaked the interest of a large agricultural firm. With methods of desert farming proving successful in other dry climates such as those present in Australia, Israel, and California's Imperial Valley, desert farming can be a lucrative investment for regions that lack exportable goods. Of course, this is only a cover story to conceal the much more lucrative business of the supply and storage of weapons within the warehouse located on the plot of land where the farming operation is taking place. Two opposing forces will engage each other on this desolate landscape—with the victor reaping the spoils. Five control points are contested during this game mode. The US team makes their approach from the southeast, and they will quickly have control of the Residential (A) control point and the Unloading Sheds (B) to the northeast. The RU team enters the fray from the northwest, and therefore the Gas Station (E) and the Farm (D) east of it will quickly be under the control of the RU team. At this point, the battle will turn to the Warehouse (C) which is central on the map. The flag is positioned inside of the Warehouse (C), and combination of the building's multitiered interior and the multitude of shipping containers stored within result in vicious close-quarters combat when engaging the enemy. Because the interior is as confined as it is, teams should focus on entering from multiple sides of the Warehouse (C) to overpower and flush out any hostiles that may be within.

US Base

Deploying from the southeast end of the map, the US team can quickly secure the Residential (A) control point and Unloading Sheds (B). From here, the team can advance to the Warehouse (C) and claim the point to gain control of the dropship. Since it is very likely that the RU team will be advancing to the Warehouse (C) at this time, a good strategy is to maintain a presence at the Unloading Sheds (B) to protect the area south, then proceed to and capture the Farm (D) instead of the Warehouse (C). Once the Farm (D) is captured, it is likely to splinter the RU team away from attacking the attractive Warehouse (C) control point. Once the RU team is further fragmented, the US team can advance from the Unloading Sheds (B) and capture the Warehouse (C), and now with the dropship under allied control, the aircraft can be used to bombard the enemy during their attempt to reclaim the Farm (D). Through most of the battle, the Gas Station (E) will likely be held by the RU team, but considering the relative distance from most other control points, this does not pose any immediate threat to the US team.

RU Base

With their deployment being from the northwest, the RU team is set to quickly claim the control points at the Gas Station (E), with the Farm (D) to follow soon after. Both of these points are equal in distance to the next control point, the Warehouse (C). When capturing this point, one squad should proceed into the building via the large hangar door on the north side, while another squad climbs to the top of the building by way of the ladder on the building's east side. From the roof, the squad can observe the approach of any hostiles that may be coming from the south. Should the RU team as a whole attempt to capture the Unloading Sheds (B) or the Residential (A), expect US forces to attempt to capitalize on the move south to flank and gain control of the Warehouse (C). Helicopters and dirtbikes are the most useful vehicles for getting in close to these points without sacrificing position at the northern control points.

Residential

Because it is at the far south end of the map, this point will likely be under the control of the US team for most of the match. Most of the conflict will occur from the west of the point, as the road that runs through the length of the map is on this side. This point is of more value to the US team, though, as having the enemy control this point can cut off the supply of vehicles that deploy from their base. When guarding this point against attack, it is best to avoid the balcony overlooking the flag. Instead, opt to use the nearby window to spot approaching enemies and then rain down fire upon them. Another location to spot from is the covered area on the west side of the road, as the shipping containers provide ample cover should the squad be spotted.

Unloading Sheds

The Unloading Sheds (B) are a covered depot where the farm vehicles are parked when they are not in use. This point is located east of the Warehouse (C) and may seem open to attack, but the heavy machinery and shipping containers provide a good amount of cover, obscuring units that may be present there. Although this point is likely to be held by the US team, it is a wild card given the proximity of the base to the Warehouse (C), where most of the combat will be taking place. When attempting to capture this location, teams should be aware of the small office located at the west side of the area. This office can be accessed by shooting the door down. Larger vehicles should avoid entering the area between the covered vehicles, as a quick escape from a squad wielding explosives can be nearly impossible without suffering damage. On the other hand, dirtbikes are well suited to attacking this point, as they can enter quickly and escape if the need arises via the tight confines between the shipping containers.

Warehouse

The most contested point in the battle, the Warehouse (C) is a large central structure surrounded by open fields. The flag itself is located inside the building, in a large room that houses shipping containers. Considering that the Warehouse is accessible via the two large hangar doors on the building's north and south sides, as well as by a small doorway near the ladder on the east side, the best place to be within the flag space is on the catwalks overlooking the shipping containers. These catwalks provide an opportunity to observe any hostiles that may be entering from the large hangar door to the north and the small doorway to the east. But hanging out in here too long could prove fatal, as routes of escape can be easily cut off. Another option to monitor activity inside of the Warehouse (C) is through the yellow windows on the roof. These windows can be observed by climbing the ladder on the building's east side, and they give a view of the interior. Another advantage of climbing onto the roof is that troops can ascend to the highest level of the roof by using a second and third ladder, which results in a bird's-eye view of all directions surrounding the Warehouse (C).

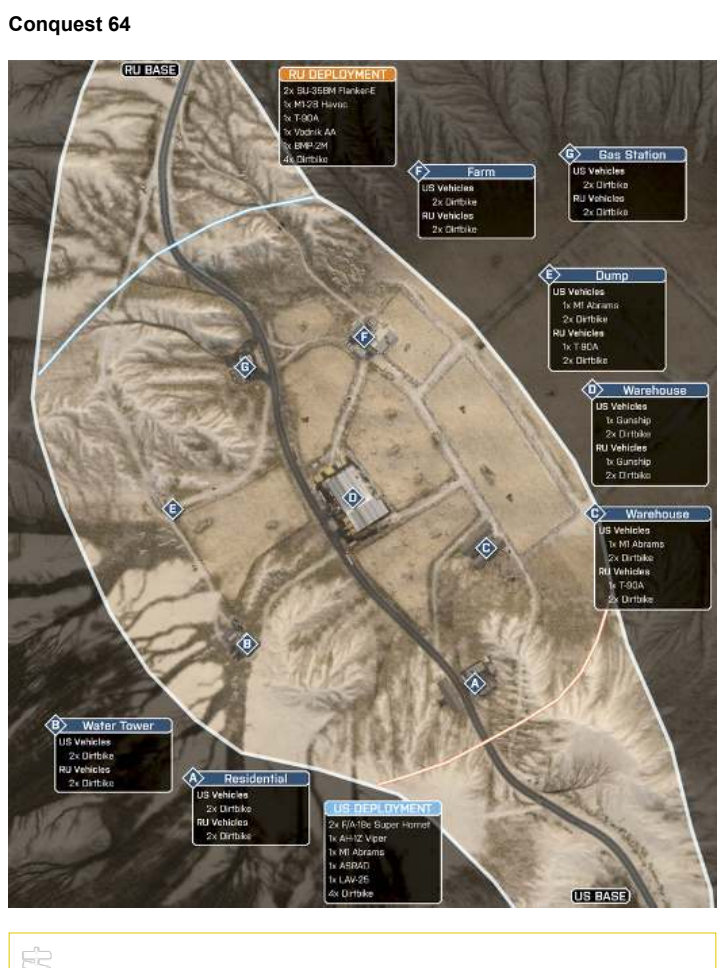
Farm

Located on the north side of the map and east of the Gas Station, the Farm (D) is a dilapidated stable flanked by two carports and a makeshift office building. The flag is between these buildings, so capturing it can be precarious. The stables allow for ambushing any enemy soldiers that are attempting to capture the flag, as there are entrances on each side of the building as well as windows on the north and south sides. Staying inside of the stables can be dangerous, though, as there is little cover from enemy fire aside from the cattle carcasses inside. Given the Farm's proximity to the RU team's deployment, they most likely will capture this point early on in the match. However, they are likely to move on due to its distance from other control points. This is the opportunity for the US team to advance and capture the point as their own. Note that the point is accessible from the north and the south by larger vehicles, but if there are mines in place, this can put these large and awkward vehicles in peril. Instead of rushing the point with these larger vehicles, teams should allow dirtbikes to enter the capture area, while providing heavy armored support from afar.

Gas Station

The Gas Station (E) is located to the northwest of the Warehouse (C) and because it is so close to the RU team's deployment, will be held by them early on. The flag is positioned near a white truck parked near the gas pumps. Although the team might hesitate when approaching because of possible occupants of the white office building on site, the real danger is that it is possible for enemies to be on the west side of the building and go prone to observe the gas pumps. Lying prone on the west side of the building is ideal for lying in wait until the enemy attempts to capture the control point, as you will see your enemy before they ever see you. The position of the Gas Station (E) on the map, centralized in the north, allows for a spawn point that can easily access southern control points such as the Warehouse (C), as it is set upon the road that cuts through the map. The road provides a quick escape route as well, should the need arise.

Conquest 64



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The Conquest 64 version of Nebandan Flats expands the map territory to include two additional control points to the west. These are the Water Tower (B) to the southwest and the Dump (E) to the northwest. The addition of these points shifts the balance to the favor of the RU team, as the north end of the map has the Dump (E), Farm (F), and Gas Station (G) in close proximity to one another, which provides a quick deployment to the Warehouse (D) from these spawn points. That's not to say that the US team was left without a bonus though, as the Water Tower (B), which is west of Warehouse (D), provides a lookout point over the Gas Station (G), the Dump (E), Warehouse (D), Unloading Sheds (C), and Residential (A), should a recon class soldier be airdropped onto the balcony surrounding the Water Tower (B). Given the increased size of this map, be sure to make use of the dirtbikes, as well as other vehicles when traversing the arid landscape to quickly get the jump on control points before the enemy has a chance to do so.

US Base

Deploying from the southeast end of the map, the US team is able to quickly secure the Residential (A) control point and Unloading Sheds (C). From here, the team can advance to the Warehouse (D) and claim the point to gain control of the dropship. Since it is very likely that the RU team will be advancing to the Warehouse (D) at this time, a good strategy is to maintain a presence at the Water Tower (B) to protect the area south, then proceed to and capture the Farm (F) instead of the Warehouse (C). Once the Farm (F) is captured, it is likely to splinter the RU team away from attacking the attractive Warehouse (D) control point. Once the RU team is further fragmented, the US team can advance from the Unloading Sheds (C) and capture the Warehouse (D), and now with the dropship under allied control, the aircraft can be used to bombard the enemy during their attempt to reclaim the Farm (F). Through most of the battle, the Gas Station (G) and the Dump (E) will likely be held by the RU team, but considering the relative distance from most other control points, this does not pose any immediate threat to the US team.

RU Base

With their deployment being from the northwest, the RU team is set to quickly claim the control points at the Gas Station (G) and the Farm (F), with the Dump (E) to follow soon after. Both the Gas Station (G) and the Farm (F) are nearly equal in distance to the next control point, the Warehouse (C). When capturing this point, one squad should proceed into the building via the large hangar door on the north side, while another squad should climb to the top of the building by way of the ladder on the building's east side. From the roof, the squad can observe the approach of any hostiles that may be coming from the south. When attempting to acquire the Water Tower (B), Unloading Sheds (C), or the Residential (A), the team should expect US forces to attempt to gain control of the Warehouse (D). Helicopters and dirtbikes are the most useful vehicles for getting in close to these points without sacrificing position at the northern control points.

Residential

Because it is at the far south end of the map, this point will likely be under the control of the US team for most of the match. Most of the conflict will occur from the west of the point, as the road that runs through the length of the map is on this side. This point is of more value to the US team, though, as having the enemy control this point can cut off the supply of vehicles that deploy from their base. When guarding this point against attack, it is best to avoid the balcony overlooking the flag. Instead, opt to use the nearby window to spot approaching enemies and then rain down fire upon them. Another location to spot from is the covered area on the west side of the road, as the shipping containers provide ample cover should the squad be spotted.

Water Tower

The Water Tower (B) is located west of the Warehouse (D). This tall structure can be seen from most parts of the map west of the Warehouse (D). One strategic advantage to holding this point is gained by airdropping a recon soldier onto the balcony that wraps around the tower. From this vantage point, the soldier can monitor the Gas Station (G), the Dump (E), Warehouse (D), Unloading Sheds (C), and Residential (A). This can provide an early warning of troop movements around the map and assist in getting the jump on the enemy. The immediate area surrounding the Water Tower (B) is full of cover and prone to units camping in this location. When attempting to capture this unimposing control point from the enemy, be sure to approach indirectly in case enemy soldiers are present.

Unloading Sheds

The Unloading Sheds (C) are a covered depot where the farm vehicles are parked when they are not in use. This point is located east of the Warehouse (D) and may seem open to attack, but the heavy machinery and shipping containers provide a good amount of cover, obscuring units that may be present there. Although this point is likely to be held by the US team, it is a wild card given the proximity of the base to the Warehouse (D), where most of the combat will be taking place. When attempting to capture this location, teams should be aware of the small office located at the west side of the area. This office can be accessed by shooting the door down. Larger vehicles should avoid entering the area between the covered vehicles, as a quick escape from a squad wielding explosives can be nearly impossible without suffering damage. On the other hand, dirtbikes are well suited to attacking this point, as they can enter quickly and escape if the need arises via the tight confines between the shipping containers.

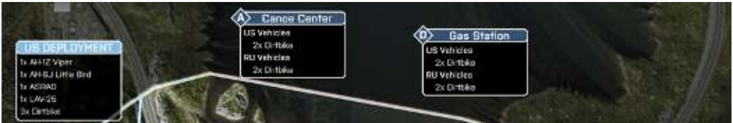
Warehouse

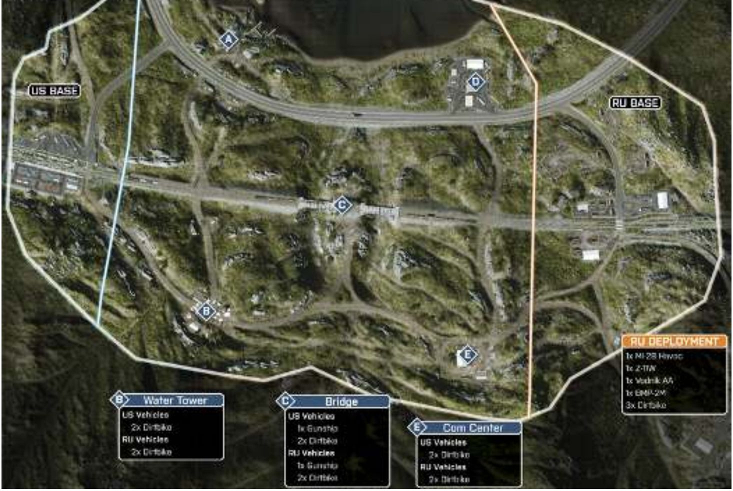
End Game Battlefields

Kiasar Railroad

EVKO
NO PARKING

Conquest





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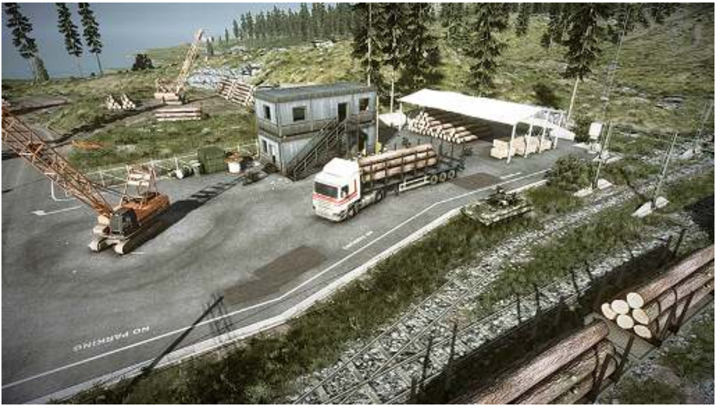
The stage for the battle at Kiasar Railroad is a majestic alpine setting. This land is also home to a large logging operation that makes use of this railway to maintain its supply line, with shipments of timber and other supplies coming to and fro several times a day. Aside from being the lifeblood for the timber industry in these mountains, the rail lines also serve a major strategic purpose for the two forces engaged in combat here. This battle is for the five control points. Deploying from the Train Station on the map's western edge, the US team is poised to capture and control the Canoe Center (A) and the Water Tower (B) as they make their way east. Launching their assault from the Lumber Yard to the east, the RU team will capture both the Gas Station (D) and the Com Center (E) as they advance west. This will leave the Bridge (C), which is central on the map, as a highly contested point. None of the points except the Bridge (C) affords the capturing team with more than two dirtbikes, further cementing the strategic value of the Bridge (C) and the Dropship it provides. Given the positions of the control points on the map, though, teams should expect the focus of the battle to migrate frequently. Given the distance between points and the uneven terrain, teams are prone to focus their attention on either the southern control points in the mountains or the lakeside northern control points. The advantage to following this attack order is that one control point can be used to push back the opposing team's reinforcements as they deploy from their base.

US Base

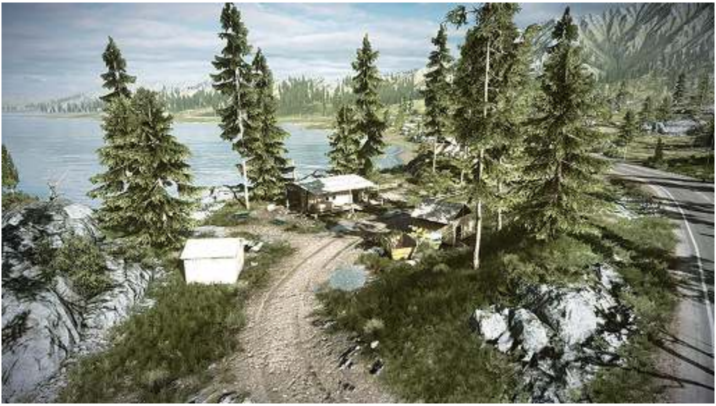
Deploying from the west at the Train Station, the US team can quickly make their way east and claim control of the Canoe Center (A) and the Water Tower (B). While this may seem the most convenient way to dominate the field, nevertheless the team should focus on securing the Bridge (C) before the RU team can do so. After taking control of the Bridge (C), the Dropship should be used to push back the RU team and maintain control of this point while the team moves to secure the Water Tower (B). An alternative to moving to capture the Water Tower is for the team to gain control of the Gas Station (D) to the northeast. If this point is held, the US team can control the deployment of the RU team's vehicles from their base. Both of the team's helicopters should focus on clearing hostiles from the control points and spotting enemies for infantry units to move in. Because the varied terrain is full of potential hiding spots, the helicopters are a valuable tool for threat assessment as well as effective weapons platforms to clear a path.

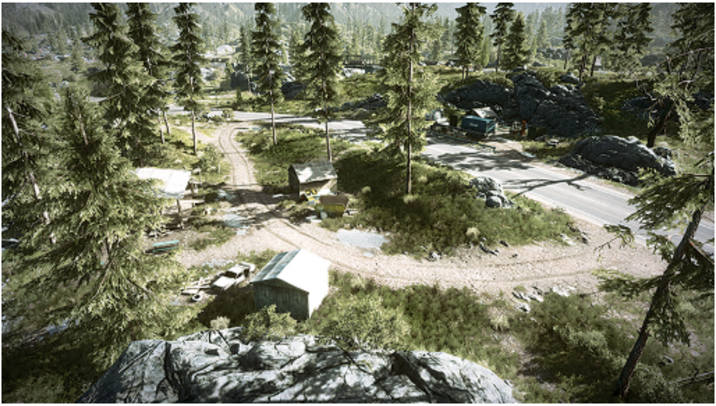
RU Base



The RU team deploys from the Lumber Yard on the east side of the map. From this position, the RU team can quickly capture the Gas Station (D) or the Com Center (E). The Bridge (C) located in the center of the map should be the focus of the dirtbikes early on, so that the Dropship can be used to push back the US team as they attempt their trek to the east. Both helicopters should split up to cover the north and south ends of the map, clearing the area around control points of hostiles while the slower Vodnik AA and BMP-2M move to defend control points from being captured. While the Gas Station (D) and Com Center (E) are nearest to the RU team's deployment, pushing forward to capture either the Canoe Center (A) or the Water Tower (B) is a useful tactic to hold back the US team's vehicles as they deploy from their base. The RU team should be careful if the Com Center (E) is captured by the US team, as its position uphill from the RU deployment can be used by the US team's IFV or AA jeep to bombard the deployment area.

Canoe Center





Positioned on the northwest corner of the map, the Canoe Center (A) flag is located in front of the hollowed-out lakeside building. When attempting to capture this control point, teams should move into the building since the area’s exposure leaves infantry vulnerable to attack from the opposing team’s helicopters. An approach can be made either from the road (which leads directly from the US team’s deployment) or the lake. To the east of the flag is a rocky hill that can be used to clearly view the flag area. This sniper perch also affords a view of inside the north building, which is prone to hosting campers. While the building on the south side can provide cover, the nearby red gas tank can be exploded to eliminate threats hiding within the building or near the yellow dumpster.

Water Tower

Located on the southwest corner of the map, the Water Tower (B) flag is exposed near a timber pile, between three buildings. When capturing this point, teams should be watchful for hostiles attempting to flank the area by approaching from the map's southern edge. As the point is being captured, it would be best to take cover on the east side of the timber pile near the flag, thereby reducing the chance of being fired upon by the opposing team's IFV, which can use the roads cutting through this region to access the control point. The advantage to this control point being exposed is that helicopters can be used to escort infantry units into the area and clear the way for their advance. Helicopters should be wary when entering the area, though, as engineers can use the buildings to hide while attempting to get a lock with their anti-aircraft weapons.

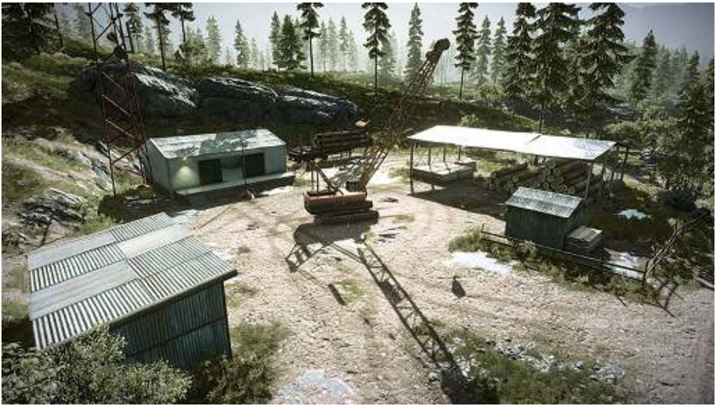
Bridge

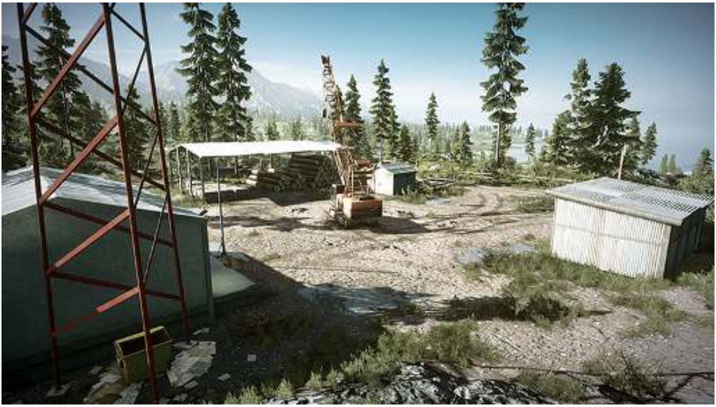
Easily the most contested point on the map, the Bridge (C) is in the center of the map, with its flag on the hill between the two bridges. Teams should not allow their IFVs or AA jeeps to stay on the bridges for any length of time, as helicopters can pick off these vehicles that have difficulty turning on a bridge. Dirtbikes, on the other hand, can rush through the bridges and approach the flag with ease. Planting mines underneath these bridges is helpful in preventing traffic from passing beneath them and flanking your team while the point is being captured. Once it is captured, teams should coordinate their movements with the Dropship, spotting enemy positions so that deployed allies can pick them off as they move through the uneven terrain. From the north side of the Bridge (C) area, IFVs can fire on the Gas Station (D) to the northeast and eliminate threats entrenched there.

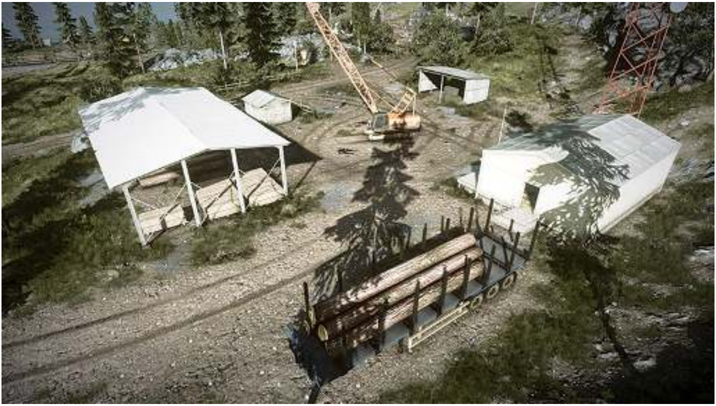
Gas Station

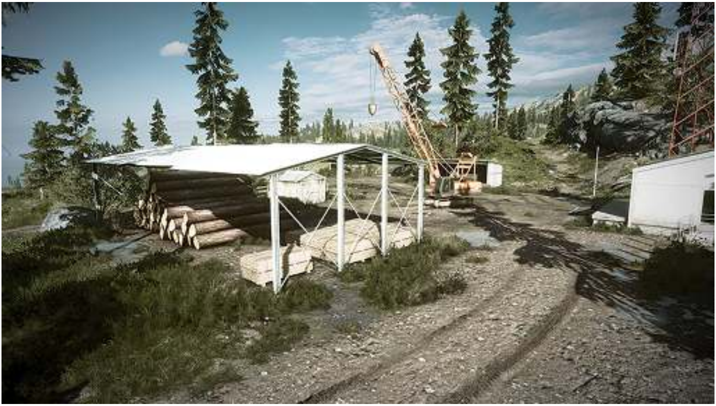
Located on the northeast side of the map, the Gas Station (D) flag is exposed near the building to the north of the gas pumps. This control point is accessible from multiple angles. The point can be captured from within the building, which is a far better option than capturing while standing near the semi-truck. Teams should be careful to watch for hostiles that try to flank by approaching from the lake to the north and passing through the rear door of the building. While capturing this point, a squad mate should take position on top of the nearby building to be a lookout for the enemy. When moving in on the control point from the west, stay off the road and use the shipping containers on the edge of the lot to scout the location before advancing. Deployment of a MAV helps when scouting this large area for enemy campers, as well as for monitoring the rear of the lot while capturing the point.

Com Center



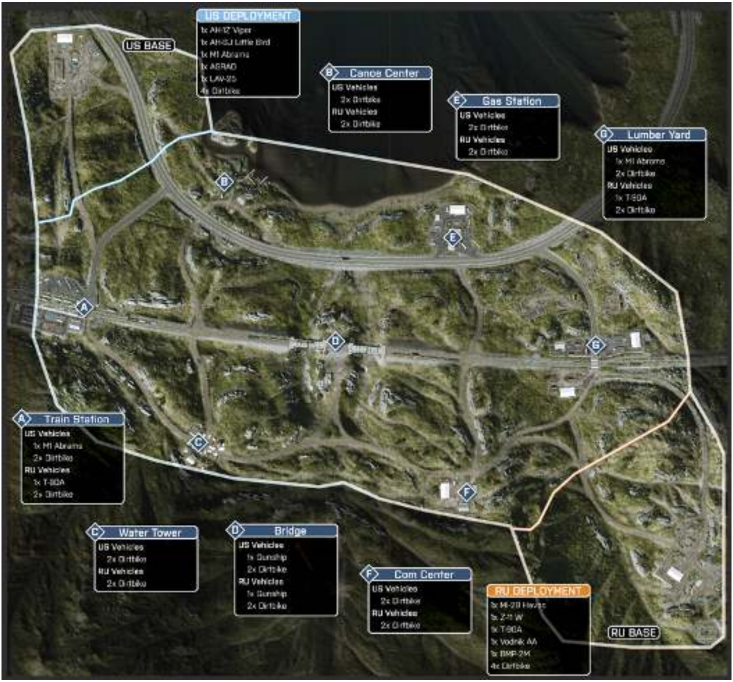






On the southeast end of the map is the Com Center (E). Its flag is exposed within the center of three structures. When capturing this control point, a squad should divide up to cover the surrounding area while one member captures the point. While capturing the point, the other squad mates should plant mines around the crane in the center of the yard. As dirtbikes rush into the area, these mines will ensure that the point is not easily captured. The shack on the east side of the yard can be used for cover when maintaining control of this point. Should the firefight get too intense, the door on the east side of the shack can provide a quick escape north into the brush. Approaching this area from the north requires an uphill climb, and since this hinders visibility of the control point, infantry units should deploy a MAV to scout the area during their approach.

Conquest 64

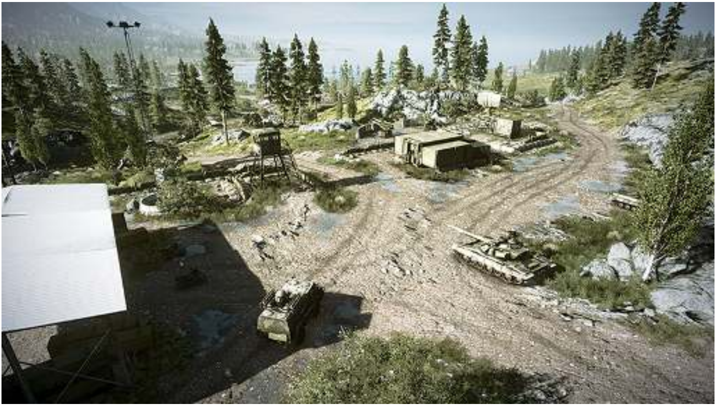


During Conquest 64, the map territory is expanded to include the Train Station (A) and Lumber Yard (G) as control points, resulting in seven control points being contested. This expansion also pushes back the deployment zones of both teams, with the US team deploying from the northwest edge of the map and the RU team deploying from the southeast. This shift in deployment positions also results in a staggered advantage for both teams, with the Train Station (A) and Canoe Center (B) being quickly captured by the US team and the Lumber Yard (G) and Com Center (F) being captured early on by the RU team. Once again, the Bridge (D) is in the center, and is flanked by the Water Tower (C) and the Gas Station (E). This distribution of control points leaves the central three points up for contention by both teams, as neither team deploys within their immediate vicinity. The result is a frantic battle in which beating your enemy requires consideration of how to best defend against attacks on the map’s uneven terrain. One advantage afforded to both teams in is the tank, but this lumbering vehicle is better suited to performing patrols through the map’s north side on the road near the lake.

US Base

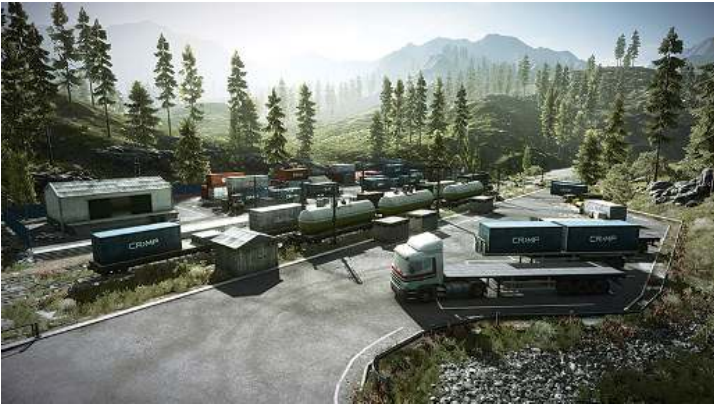
Deploying from the northwest, the US team is poised to quickly capture the Canoe Center (B), which is located on the edge of the lake. After claiming this point, the team can proceed to the southwest and claim the Train Station (A) with little resistance. The team would be wise to divide its resources to accomplish this, with squads moving to the Train Station (A) while others proceed southeast to gain control of the Bridge (D). While infantry are moving toward the Bridge (D), the team's helicopters should advance to the area to hold back hostiles that are approaching the area from the southeast. The M1 Abrams should avoid the area around the Bridge (D) and continue from the Canoe Center (B) to the Gas Station (E) by way of the northern road. The tank is more than equipped to capture this point single-handedly, as well as push back resistance it encounters along the way.

RU Base



Deploying uphill from the southeast end of the map, the RU team will quickly move in and control the Com Center (F), which is immediately west of the deployment area. From this point, the team can move to control the Lumber Yard (G) to the northeast or continue west to capture the Water Tower (C). One advantage to controlling the southern control points is that the entire region is uphill from the rest of the battlefield. Taking advantage of this elevated position allows the team's Vodnik AA and T-90A to fire upon enemy helicopters and the northern control points. The team's helicopters should move toward the Bridge (D) early on and patrol this location until infantry can arrive to secure the point. Once the Bridge (D) is secured, the Dropship can be used to deploy units near the US team-controlled north and push back hostiles that are attempting to make their way uphill.

Train Station



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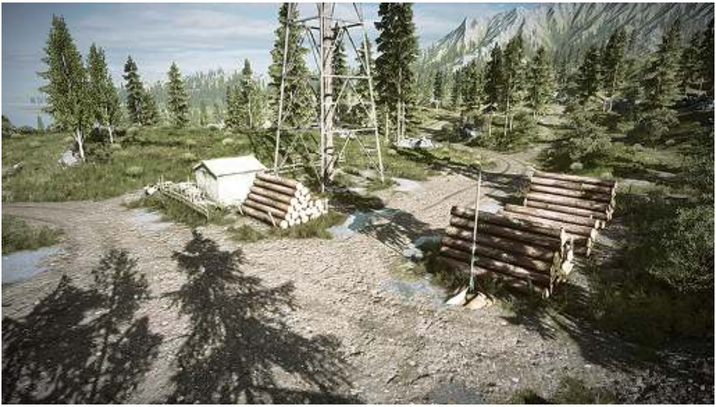
Located in the far west, the Train Station (A) is likely to be controlled through most of the battle by the US team given its proximity to the US team's deployment. Its flag is exposed on the south side of the station near a forklift. Although it is exposed to attack from the east and from the air, the flag is obscured from view by train cars and shipping containers to attackers advancing on this control point from the north,. Larger vehicles should not stay near the shipping containers here, as avoiding mines and C4 attack can be difficult when navigating the confines of the station. Instead, these vehicles should opt to escort infantry units into the station and fire on hostiles from afar, making sure that escape is possible if engineers or support class soldiers are in the area. When approaching this area, watch the hills behind the station to the south for snipers that have taken position atop the rocky ridge there.

Canoe Center

Positioned on the northwest corner of the map, the Canoe Center (B) flag is located in front of the hollowed-out lakeside building. When attempting to capture this control point, teams should move into the building since the exposure of this area leaves infantry vulnerable to attack from the opposing team's helicopters. An approach can be made either from the road (which leads directly from the US team's deployment) or the lake. To the east of the flag is a rocky hill that can be used to clearly view the flag area. This sniper perch also affords a view of inside the north building, which is prone to hosting campers. While the building on the south side can provide cover, the nearby red gas tank can be exploded to eliminate threats hiding within the building or the nearby yellow dumpster.

Water Tower



Located on the southwest corner of the map, the Water Tower (C) flag is exposed near a timber pile, between three buildings. When capturing this point, teams should be watchful for hostiles attempting to flank the area by approaching from the map's southern edge. As the point is being captured, it would be best to take cover on the east side of the timber pile, near the flag, thereby reducing the chance of being fired upon by the opposing team's IFV, which can use the roads cutting through this region to access the control point. The advantage to this control point being exposed is that helicopters can be used to escort infantry units into the area and clear the way for their advance. Helicopters should be wary when entering the area, though, as engineers can use the buildings to hide while attempting to get a lock with their anti-aircraft weapons.

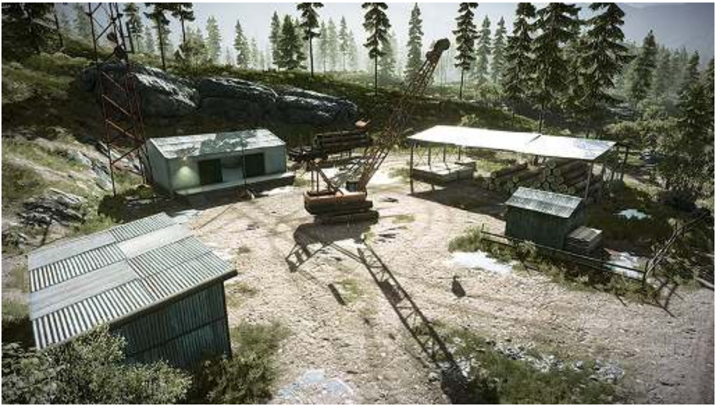
Bridge

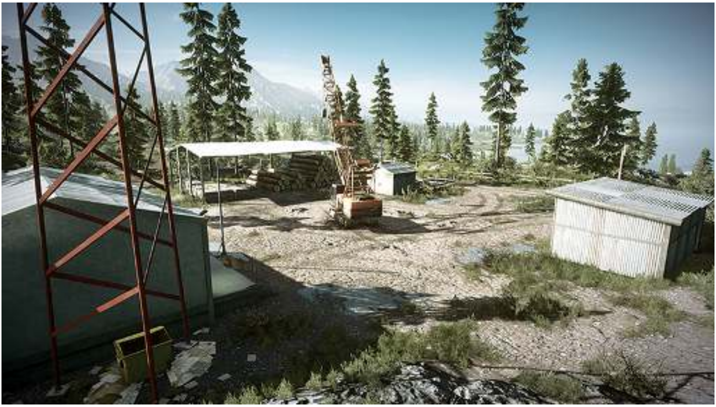
Easily the most contested point on the map, the Bridge (D) is in the center of the map, with its flag being on the hill between the two bridges. Teams should not allow their IFVs or AA jeeps to stay on the bridges for any length of time, as helicopters can pick off these vehicles that have difficulty turning on a bridge. Dirtbikes, on the other hand, can rush through the bridges and approach the flag with ease. Planting mines underneath these bridges is helpful in preventing traffic from passing beneath them and flanking your team while the point is being captured. Once it is captured, teams should coordinate their movements with the Dropship, spotting enemy positions so that deployed allies can pick them off as they move through the uneven terrain. From the north side of the Bridge (D) area, IFVs can fire on the Gas Station (E) to the northeast and eliminate threats entrenched there.

Gas Station

Located on the northeast side of the map, the Gas Station (E) flag is exposed near the building to the north of the gas pumps. This control point is accessible from multiple angles. The point can be captured from within the building, which is a far better option than capturing while standing near the semi-truck. Teams should be careful to watch for hostiles that try to flank by approaching from the lake to the north and passing through the rear door of the building. While capturing this point, a squad mate should take position on top of the nearby building to be a lookout for the enemy. When moving in on the control point from the west, stay off the road and use the shipping containers on the edge of the lot to scout the location before advancing. Deployment of a MAV helps when scouting this large area for enemy campers, as well as for monitoring the rear of the lot while capturing the point.

Com Center





On the southeast end of the map is the Com Center (F). Its flag is exposed within the center of three structures. When capturing this control point, a squad should divide up to cover the surrounding area while one member captures the point. While capturing the point, the other squad mates should plant mines around the crane in the center of the yard. As dirtbikes rush into the area, these mines will ensure that the point is not easily captured. The shack on the east side of the yard can be used for cover when maintaining control of this point. Should the firefight get too intense, the door on the east side of the shack can provide a quick escape north into the brush. Approaching this area from the north requires an uphill climb, and since this hinders visibility of the control point, infantry units should deploy a MAV to scout the area during their approach.

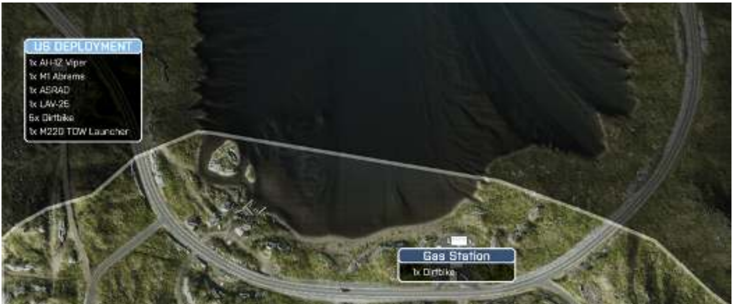
Lumber Yard

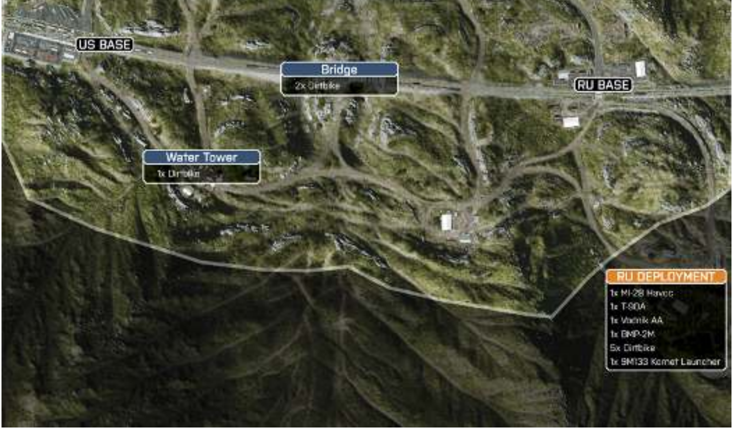
Because it is the farthest east control point on the map, the Lumber Yard (G) will most likely be controlled by the RU team throughout most of the battle. The flag is located on the Lumber Yard’s west side and is surrounded by piles of timber. It may seen exposed but is actually one of the map’s most fortified control points. For a team trying to capture this point, these piles of timber can also provide hostile squads with an opportunity to flank the unobservant. While a squad is capturing this point, it would be wise to position a sniper in the second-floor window of the office to the east. This sniper can spot and pick off hostiles that are approaching the flag area. When entering this area, it is a good idea to make sure this office building is clear before approaching the flag. For the team looking to maintain this point with minimal effort, placing claymores near the timber piles is an efficient method to retain control.

Caution

While the timber piles provide good cover from enemy infantry, these ramparts are easily breached by the high-powered weaponry of tanks, IFVs, and AA jeeps.

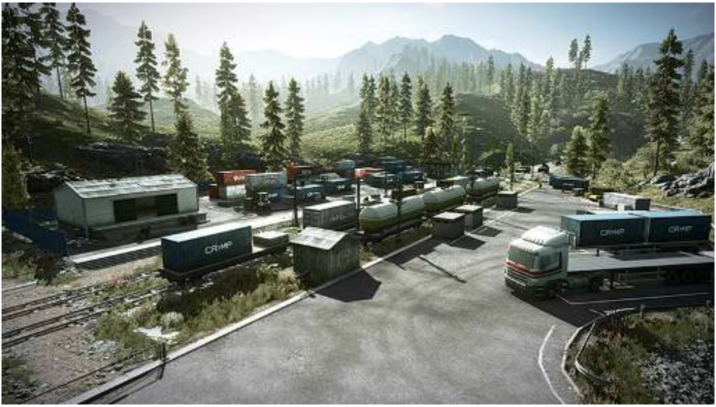
Capture the Flag





During Capture the Flag, the Kiasar Railroad map boundaries are wide enough to include the north shore and southern hillside. The US team's flag is located at the Train Station on the map's western edge. The flag is on the west side of a stack of shipping containers standing along the railway. The RU team's flag is on the east side of the map, at the Lumber Yard, west of the timber piles. Both bases are situated on the rail line that cuts through the region. Because the flags are situated along the rail, both teams will make use of dirtbikes to rush their enemy's base by following the rails. Although this method is perfect when in combat against a novice team, more experienced teams will booby-trap the railway to eliminate vehicles that attempt this. Both teams are allotted an assortment of vehicles at their base to utilize in battle. In addition to these, there are two extra dirtbikes at the Bridge, as well as a single dirtbike at both the Gas Station to the northeast and the Water Tower to the southwest. While the dirtbikes at the Bridge are convenient when passing though, the dirtbikes located at the Gas Station and the Water Tower can be more of a distraction than an asset while moving to capture the opposing team's flag.

US Base



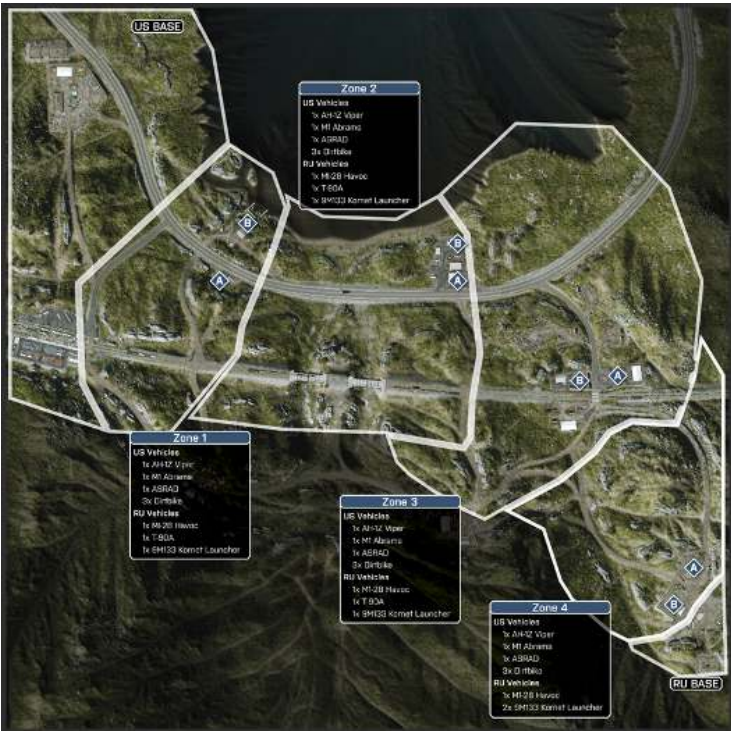
Located at the Train Station on the maps west side, the US Base is vulnerable to being flanked from both the north and the south. An efficient tactic to monitor the base and the surrounding area is for the team's helicopter to maintain a presence above the Train Station. This means infantry units can be alerted early to fast moving dirtbikes that are closing in to capture the flag. Another vehicle that should stay within the vicinity of the base is the ASRAD, which can defend the base from both land vehicles and the enemy helicopter. While these two vehicles maintain a presence here, the M1 Abrams and LAV-25 can advance southeast to bombard the RU base from afar and the US team's dirtbikes enter the Lumber Yard to take possession of the flag. When returning, vehicles should avoid staying on the rails, as they are sure to be littered with mines.

RU Base

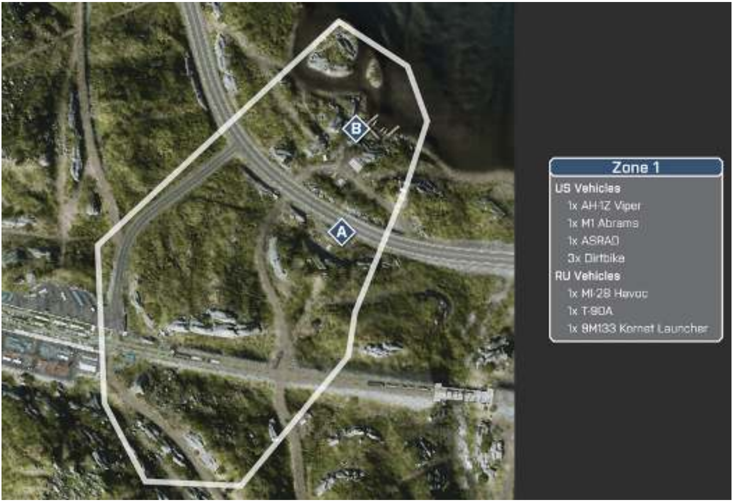
Located at the Lumber Yard on the east side of the map, the flag of the RU Base is among timber piles on the yard's west side. To provide a vantage point over the flag, a recon soldier should take position inside of the office on the east side of the yard. From the second-floor windows, a sniper can observe the flag and the surrounding area. A helicopter should circle the Lumber Yard and maintain a presence over this area to spot enemies as they approach. While this task can be performed by the sniper in the office building, the helicopter has the firepower sufficient to eliminate the threat presented by larger vehicles. Placing mines along the tracks near the west entrance to the Lumber Yard can prevent fast-moving dirtbikes from taking the flag by surprise. Placing the Vodnik AA at the yard's north entrance can help push back hostiles coming from the northern road, as well as pose a significant threat to the enemy helicopter if it comes within the Lumber Yard's airspace. When advancing on the US team's base, the attack should be directed from the south, as the hills provide an elevated position to fire on the base with the T-90A and BMP-2M.

Rush

The Rush battle of Kiasar Railroad follows the northern road, moving south along the lake into the Lumber Yard before concluding at the hillside base in the southeast. The placement of M-COM Stations in each stage of this battle forces teams to engage in open conflict as the landscape offers opportunities to flank and overwhelm the opposition. While attackers are afforded the benefit of the ASRAD and dirtbikes throughout the battle, the defenders' MI-28 Havoc, in the hands of an experienced pilot, will provide a firm resistance to attacks. An essential tactic is to use the elevated positions of the terrain to gain the advantage through each stage in the battle. For attackers, the greatest threat on this map comes from a defending team that is well versed in the use of MAVs to reveal the positions of attackers and coordinate the placement of booby traps to disable their vehicles.



Zone 1: Canoe Center

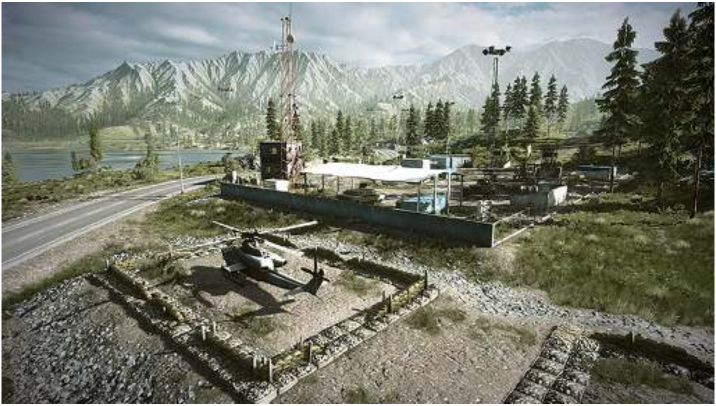


Zone 1

US Vehicles
- 1x AH-1Z Viper
- 1x M1 Abrams
- 1x ASRAD
- 3x Dirtbike

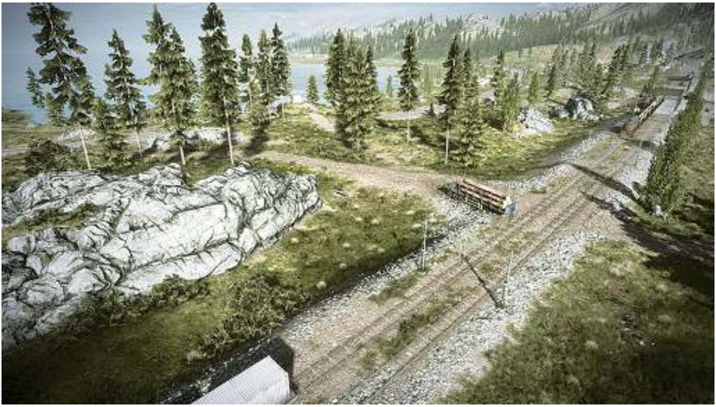
RU Vehicles
- 1x Mi-28 Havoc
- 1x T-90A
- 1x 9M133 Kornet Launcher

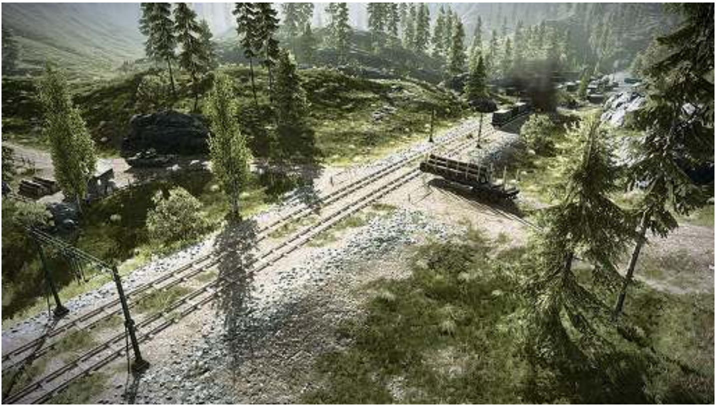
US Deployment



Deploying from their base to the northwest, the US team has the advantage of using the road to advance the M1 Abrams and ASRAD to the objectives quickly. This is overshadowed, however, by the 9M133 Kornet Launcher at the Canoe Center, which the defenders will use to push back the armored assault. While these vehicles approach the objective site, the AH-1Z Viper should be in the air above the Canoe Center to clear the area of defenders while infantry units descend upon the area. Attackers on dirtbikes would be wise to follow the lakeshore as they make their approach on the objective, avoiding the defenders that are descending on the area from the southeast. This approach from the north allows dirtbikes to drop off their passengers to plant a charge on the objectives and continue their path east, drawing enemy fire away from the objective area.

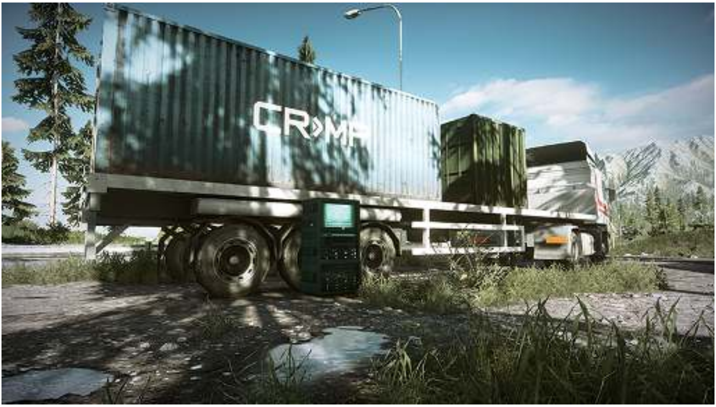
RU Deployment





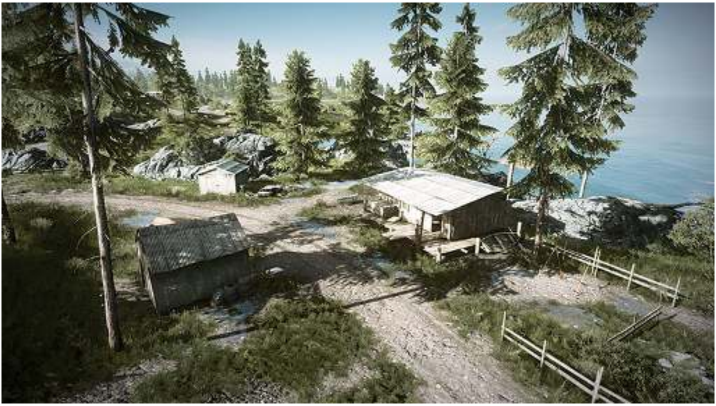
Deploying from the hills southeast of the Canoe Center, the defending team can quickly fortify the hill south of the road with a squad while other team members move north to entrench themselves at the Canoe Center. Because the T-90A deploys south of the objective, it can be placed on the hill overlooking the objective and fire upon attackers’ vehicles as they move into the area from the northwest. Once in the air, the MI-28 Havoc should focus on patrolling the road leading northwest from the Canoe Center. As attackers approach from this direction, the MI-28 Havoc is more than capable of pushing back armored resistance moving from the US team’s deployment area. Through coordinated efforts of the MI-28 Havoc and the T-90A to keep the attackers’ vehicles at bay, defenders can force the attackers into a stalemate early on.

M-COM Station A



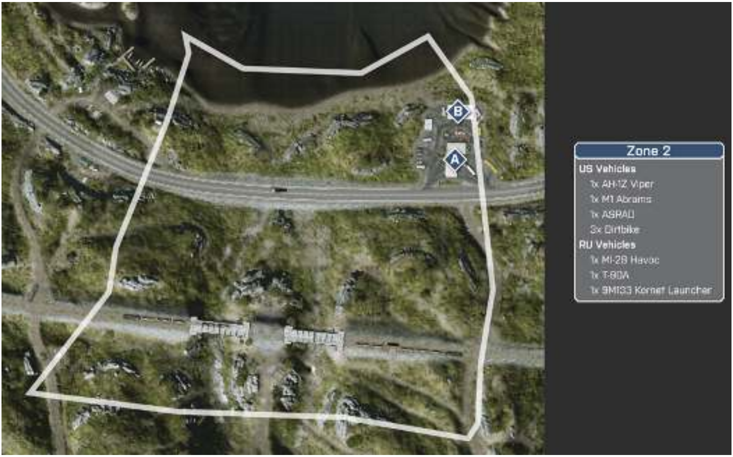
Positioned south of the Canoe Center, M-COM Station A is exposed on the south side of the parked semi-trailer here. For attackers, the difficulty in approaching the objective comes from the tendency for defenders to camp within the wooden shack nearby. Defenders making use of this tactic to defend the objective should be ready to retreat if the attackers’ helicopter discovers them, as the wooden shack does not provide much cover against explosive weapons. Not only should attackers be wary of the shack when approaching the objective, but also the hill to the south, which serves as a sniper perch. Sight lines on this objective are limited, though, so defending this objective will require vigilance by helicopter and infantry set atop the nearby rocky ledge. Defenders and attackers would both benefit by deploying a MAV to survey this area before infantry approach the objective.

M-COM Station B



Located within the northern building at the Canoe Center at the lakeshore, M-COM Station B is a difficult prospect for attackers attempting to enter the area by the road to the south. Attackers on dirtbikes should make their move on this site by following the lakeshore southeast from their deployment. While the other attackers advance on the site by way of the road, stealthy attackers can approach the objective unseen while defenders are spread thin protecting M-COM Station A to the south from their armored vehicles. Defenders looking to protect the objective should place claymores inside of the building that houses it, and lie in wait near the shack west of the objective for attackers to cross their path. While it is possible to survey the area by helicopter, the nearby trees conceal the movements of infantry as they move around the objective and the buildings here.

Zone 2: Gas Station



US Deployment

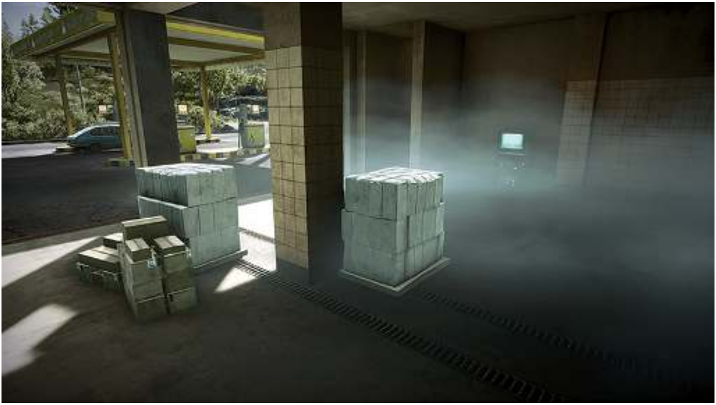
Deploying from the Canoe Center, the US team will have to proceed east to reach the objectives. As in Zone 1, this stage of the battle sees attackers using the road to advance to the Gas Station. While this is the most direct way to approach the area, it is possible for the M1 Abrams and ASRAD to traverse the lakeshore to the north of the road. By traveling along the lakeshore, it is possible to flank the objective area by moving through the Gas Station’s north side. Dividing up the heavy vehicles is a good tactic to take the defenders by surprise, with the M1 Abrams moving to the objective by way of the road and the ASRAD cutting through the rear of the Gas Station and using its cannons’ secondary fire to bombard the objective area during approach. Throughout the course of the battle, the AH-1Z Viper should take to the skies and patrol the area surrounding the Gas Station for defenders moving in from the east of the station and attempting to cut off attacking troops moving between the two objectives found there..

RU Deployment

Deploying from the east near the lakeshore, the RU team is able to quickly fortify the Gas Station objectives early on. Defenders should place snipers on the roof of the Gas Station to pick off attackers as they approach from the west. Setting a T-UGS motion sensor on the north side of the Gas Station lot is useful to monitor the activity around the station. . While this motion sensor can alert of attackers as they pass through, a MAV is an even better choice for detecting hostile troop movements because you can relocate the device easily. Once the MI-28 Havoc is in the air, the vehicle should proceed to the west of the Gas Station to cut off the attackers’ tank and AA jeep as they approach and prevent these heavy-hitting vehicles from establishing a foothold at the Gas Station. With the MI-28 Havoc doing the heavy lifting outside of the Gas Station’s vicinity, the T-90A can remain at the Gas Station to eliminate dirtbike and infantry units that enter the area.

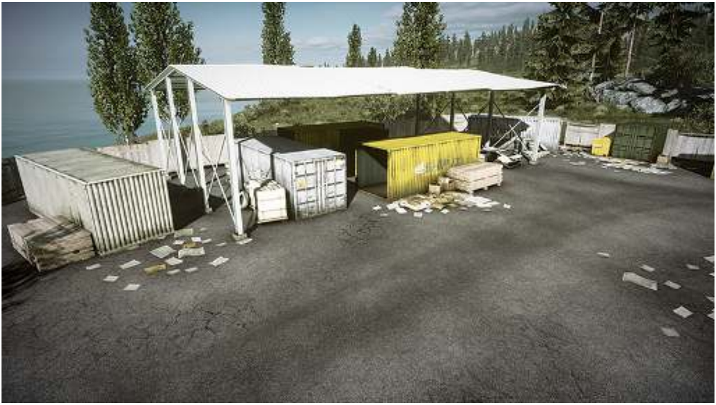
M-COM Station A

TAIGER OIL CORP.



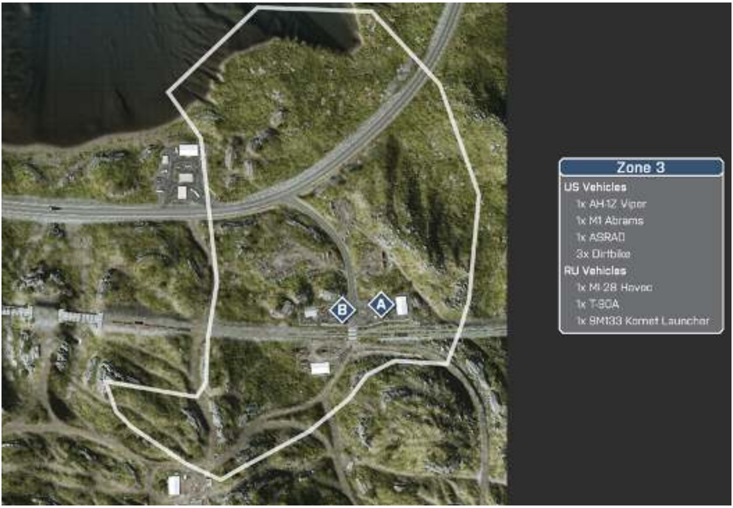
M-COM Station A is inside the garage building at the Gas Station. Attackers should approach by flanking the building to reduce their number of casualties. Dirtbikes should approach the building from the north and the south, and drop off their passengers as they continue past to draw fire away from teammates that are planting the charge. Defenders looking to maintain a presence near this objective should place claymores within the building and take positions on the rooftop. There are very few sight lines to directly monitor the objective and they usually require camping beside the nearby semi-trailer or going prone near the end of the Gas Station lot to the east. Attackers should deploy a MAV as they advance from the west to observe the building's rooftop, as well as get an overview of the Gas Station's east side.

M-COM Station B

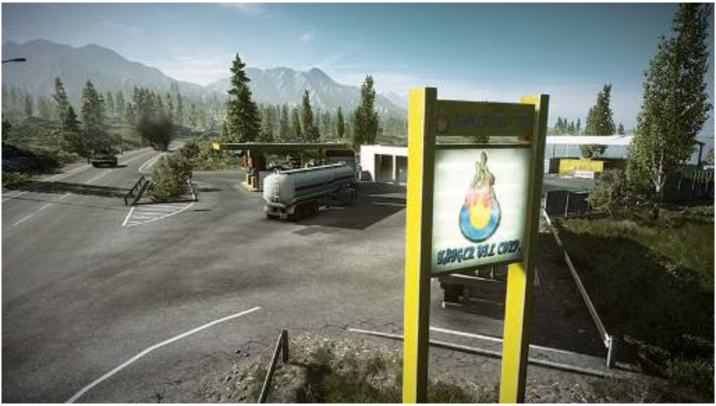


Located beneath a storage area between two yellow shipping containers on the north side of the Gas Station, M-COM Station B does not offer sight lines to observe the activity around it. While MAVs work great for monitoring the activity that occurs on the Gas Station property, MAVs have difficulty seeing soldiers that are concealed under the roof of the storage area. This means defenders must make use of T-UGS motion sensors—usually placed within the shipping containers themselves—to monitor the activity of the objective area. Given the confines of the area, attackers and defenders alike will not be able to approach the M-COM Station with a vehicle. Instead, defenders and attackers alike will be passing tanks through the north side of the Gas Station lot in an attempt to control this objective. Tank commanders that want to establish a presence here should remain on the grassy area to the north and the east after destroying the fence line to offer at least some visibility. By remaining off the pavement, tanks can avoid the mines that are littered around the Gas Station.

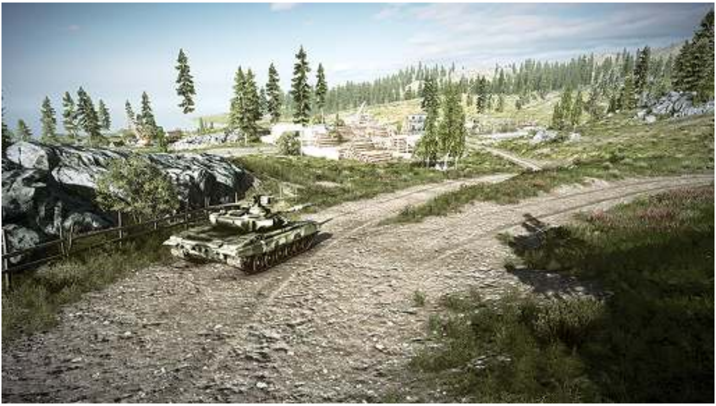
Zone 3: Lumber Yard



US Deployment



Deploying from the Gas Station, the US team will have to work their way uphill and to the south to approach the objectives. While the team can approach the Lumber Yard relatively unnoticed, securing the objectives will require a coordinated effort by both the armored vehicles and infantry units. When attacking the objectives, infantry should focus on flanking from the west and the east sides of the yard, while the heavily armed M1 Abrams and ASRAD take up positions in the center of the area to focus their firepower on the defenders that are deploying from the south. While this chaos ensues, the AH-1Z Viper can proceed south and approach the Lumber Yard from behind the defenders' deployment to eliminate threats en route to the yard. The team should focus its attention on one objective at a time to keep from being spread too thin between the objectives.

RU Deployment